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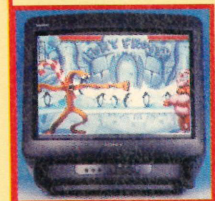
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Hopelessly stuck in an adventure game and need guiding in the right direction? Then check out the GTGA's in our back issues.

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Six pages of essential information is contained within our superleague tables. You'd better believe it 'cos it's true.

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So, Brad, what have you got for us this month then? Nightclubz, funnee specz, and some weird troll thingz too. Hmm, yes.

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Good old Swappers. It's here every month, and it's our very own computer games market type thing. Why not send us a coup.

Win!

Hardware, games & a tent!

Win win win! Not just the chance to make off with a super duper A1200 or CD32 (the choice is yours), but also an opportunity to win all Team 17's releases since time began. Yes that's right, all the Team 17 releases EVER! There's even the chance to win some top outdoor camping gear, and I don't mean John Inman's safari suit.



EVENTS

COVERDISKS

Woahh there readers, gasmasks at the ready for a silent but deadly five level emission from the Super Methane Brothers. There's a supremely addictive fantasy version of Alternative's flight thing, Jet Strike chucked in too, as well as a demo of shoot'em-up, Dithell in Space.



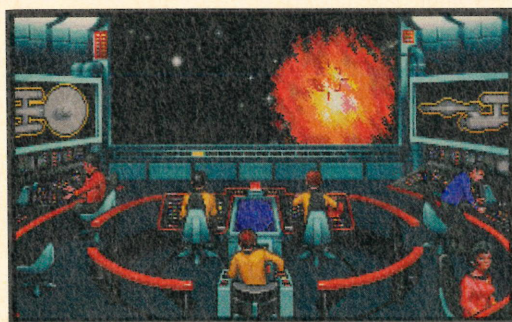
FEATURE



The TRUTH about the man behind MysterX is known at last, and if that isn't enough excitement for you to bear in one month, then there are also work in progress reports on Microprose's answer to Frontier, Starlord, and Binary Asylum's 3D polygon strategic battle affair, Zeewolf.

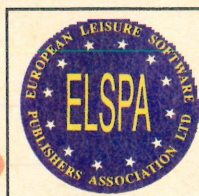
PLAYER'S GUIDES

Calling all pointy-eared logical types. Star Trek 25th Anniversary is mercilessly dissected and stripped bare in a three page spectacular, and there's also the lowdown on Goblins 3 which is quite literally hot off the presses from Coktelvision. Our GTGA guides are the best and you know it.



CHARTS

The charts have settled down now after the usual yuletide comings and goings, and they provide an indispensable guide to what's selling like hot cakes in computer games outlets all over the British Isles. Gallup keep us completely up to date, and we like to do the same for you because we like you so much.



CHARTS
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TFX64
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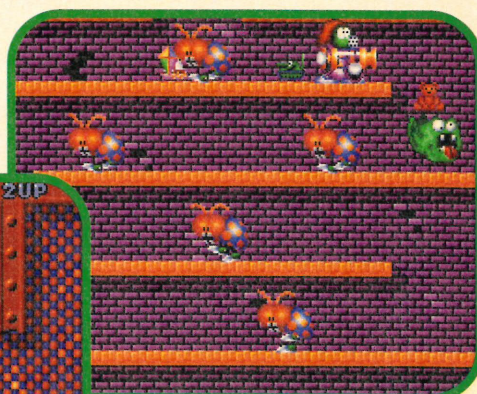
SUPER METHANE BROTHERS

Exclusive! Exclusive! Oh yes oh yes oh yes! Apache Software have given us a five level demo of their gas filled suck and blow 'em-up, Super Methane Brothers. Insert disk one in DFO and reset your Amiga. A title screen will appear requesting you to indicate your hardware limitations and then it's simply a case of all you A500/600 owners pressing the F1 key, while A1200 people should hit the F2 key. Pressing the fire button when confronted with the game title screens will see you transported into level one of the game and from then on it's up to you.

The screen will be filled by a sort of brick maze thing and in the bottom left hand corner of this structure there is a funny looking bloke wearing a gas mask and carrying a weapon which looks uncannily like a bazooka. Twiddle the joystick a bit and you'll find that you are able to control this character with some ease, and a swift stab at the fire button will cause the bazooka thing to unleash a cloud of dangerous looking vapour. These puffs of coloured wind are the



▲ Things get more difficult when the Choppers are introduced. Quack! Oo, excuse me.



▲ Watch out for the hairy caterpillar! He'll take your energy soon as look at you he will.

key to your success, as they represent the only way by which you can destroy the baddies on the screen thereby exiting the level.

Okay, so it's a simple shoot and jump thing. But no, hold on there just one darn minute. You can't just shoot the baddies and instantly vaporise them, life's never that simple. Press the

fire button once and your gas cloud emission will immerse the nearest enemy, then press again to suck the baddy back into your weapon's clutches. Time to breathe easily you might think, but there is still work to be done. Run over to the nearest wall and press the fire button again, catapulting the captured bad guy against the solid surface and he will then be destroyed into a hail of spinning bonuses which can be picked up to amass a better points total.

Once all the baddies have been destroyed in this manner you will then be allowed to progress to the next level. Try not to prolong your suck and blow antics though, or the evil Timekeeper will appear in the shape of a yellow alarm clock which tracks you through the brick maze and kills you upon contact.

Super Methane Brothers is top notch stuff all the way and the wraparound nature of this demo means that you can keep playing until all your lives have been lost. Pressing the 'P' key halts the game if things become too frantic for you, but I guarantee that you won't want to let things pause for long. Just get out there with your gas gun and give those baddies a whiff of something they won't forget in a hurry.

▼ Chuck Jnr. throws himself into the task at hand with gusto. Whoever gusto is.



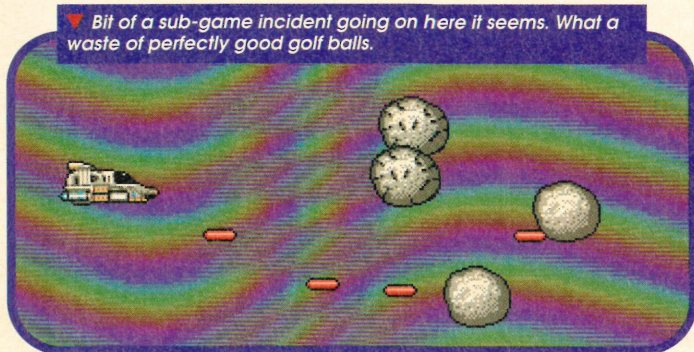
▼ Paul tampers with the captions sometimes when he stays late at night.



DUFF DISKS

We do try to ensure tape doesn't appear on the metal shutter and that everything on the disks load up first time with no questions asked. Or rather, TIB do, so if anything does go wrong, blame them. Heaven forbid it should come to this, but send your jiggered disks back to: Amiga Action Disks, TIB, TIB House, 11 Edward Street, Bradford, BD4 7BH.

▼ Bit of a sub-game incident going on here it seems. What a waste of perfectly good golf balls.



▲ Dithell leaps from the spaceship, laser in hand, ready to shoot the pump out of anything that moves.

DITHELL IN SPACE

Insert disk two into DFO and reset your Amiga. When the Amiga Action title screen appears, press F1 as instructed to load Dithell in Space. A title screen for the game itself will appear and then you are given the opportunity to choose the player mode of your preference. There are three available to you:

one player, two player and two player split-screen where a horizontal line allows each player to follow his own actions on the screen without being restricted by the other player's movements.

Once the player mode has been selected by using the joystick, there is the chance to choose the difficulty level. Move Dithell left to play in easy mode or right to play in hard mode and you will then be transported to the first level.

Dithell in Space is basically a shoot'em-

up set in... well space and everything on the screen is fair game for your laser gun as you hover around the screen in search of glory. Each alien that you zap will turn into an item of fruit, and these can be collected to gain extra points. Also every seventh item of

fruit collected will result in an alien releasing a 'P' bubble which floats around the screen waiting to be picked up. Collecting these bubbles increases the power of your laser, with a red 'P' being a normal power-up, a green 'P' being 2*power and blue being 3*power.

Pressing 'F' will freeze the action, the ESC key quits the game, and in two player mode, player two can be controlled by the Q,A,O,P and SPACE keys. Good luck, and beware of the asteroid storm on level two.

▼ Shoot the beasts and collect the fruit which ensues. Oh yes. Oh yes yes yes.

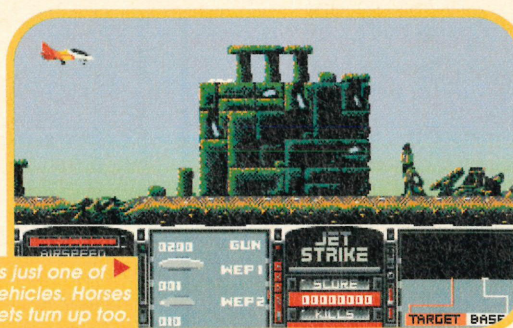
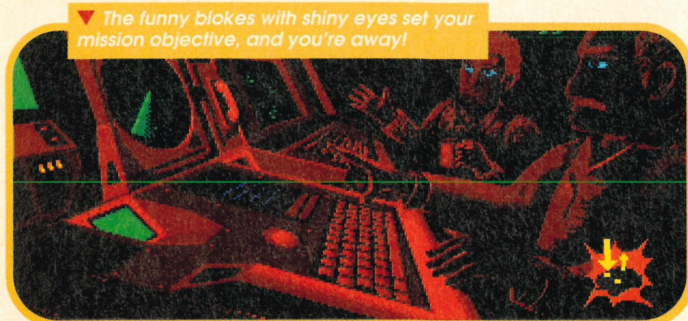


JET STRIKE FANTASY MISSIONS

And finally, we bring you an absolutely superb and very comprehensive demo of Alternative's Jet Strike. Insert disk two into DFO and reset your Amiga as before. When the Amiga Action menu screen appears, press F2 as instructed, and Jet Strike will be loaded. Once booted, a Jet Strike menu will appear with a number of joystick accessible options available to you.

Choosing 'Options' allows you to redefine the keys (this is essential to begin with so that you can familiarise yourself with all the special controls such as the autopilot and weapon arming facilities) and speed the game up if you so wish. Practice Missions, require you to carry out a number of predefined missions set for you by your superiors. Combat, lets you take part in a battle in the

▼ The funny blokes with shiny eyes set your mission objective, and you're away!



This superplane is just one of your fantasy vehicles. Horses and carpets turn up too.

skies with enemy aircraft. Aerolympics are specially designed missions to test your control of your aircraft and there are also three training missions available which are essential features if you are to be able to control your aircraft successfully in the heat of the raging battle.

Choose your required option and then you should find yourself in an aircraft control room where you will be briefed on the mission you have chosen. Press fire and it's time to choose a means of transport. Fantasy Missions means strange aircraft, and as well as a sober looking Hawk 200 plane, there are also a magic carpet and a flying horse available to carry you through the sky. Use the joystick to select your mode of transport and it's straight off to the runway and a brief but probably confusing look at the controls.

Acceleration (plane facing left) - joystick right.

Climb - joystick down.

Lose height - joystick up.

Note that when you turn the plane round the controls are reversed. Sounds bizarre, and it does make for tricky flying for a while at first, but stick with it and you'll soon get the hang. Now sit back, relax and enjoy! (Cringe - Paul).

COVERDISK

DITHELL IN SPACE
PUBLISHER: Darren Ithell PRICE: £3.99 TEL: See disk!

JET STRIKE
PUBLISHER: Shadow Software PRICE: £7.95 TEL: 0271 23544

NEWS

Those of you who keep abreast of current affairs will have noticed that over the last couple of months the media have been even more ebullient than usual in their conviction that video games are overpriced. And in the main they are. Not to the extent that they would have us believe (a London cinema ticket costs about £6 and provides an average of 100 minutes entertainment, whereas a game can last for weeks or months), but £60 for a Super Nintendo beat'em-up? At £30, we Amiga owners needn't worry too much about exploitation – the range of games provides about the best value for money the market can provide. With both the A1200 and CD32 in full swing, the Amiga owner can now choose many more deeper and graphically superior games, retailing at a fraction of console prices. Deep eh? Maybe I'll have chilled out by next month.

PAUL

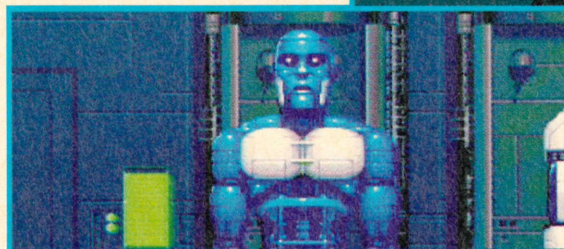
PIRACY THREAT TO CD... LIBERATION GETS FLOPPY

FLOPPY PLAYERS ARE TO BE LIBERATED

Mindscape's excellent Liberation will get a floppy release after all. Word from the west country is that Tony Crowther's masterpiece is in the latter stages of being ported over and should be available in the shops shortly after you're reading this (assuming you're reading it sometime in February, that is).

James Morris from Mindscape informs us that the game will run on any Amiga with 1.5Mb of RAM or more (good time to

upgrade, one-megsters). The excellent digitised speech from the CD32 version has been sacrificed, and the music cut down dramatically, but in the main this is very much the same game. The price? A more than reasonable £29.99 guv'nor.



Floppy owners can breathe a collective sigh of relief. Mindscape are still looking after you, and rightly so.



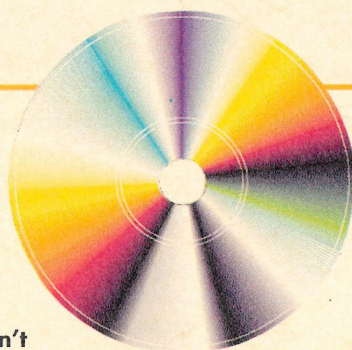
CD bandits

Far from being an unpiratable form of media, research done by the International Federation of the Phonographic Industry shows that almost three quarters of a million illegal CDs were distributed in the UK in 1992, compared to virtually zero the previous year.

Of course, this kind of piracy isn't carried out by the spotty hacks in their bedrooms – sophisticated equipment is required and illegal CDs are produced by relatively few people, but on a large scale.

Disctronics is Europe's largest manufacturer of CDs, and they believe that piracy must inevitably affect the software industry before long. It is to this end that they have pioneered a counter measure, using holograph technology, which shows up illegal copies as such.

At the moment the level of backing from the publishers, both in the music and games industries, is unknown, but future purchasers of CD32 games might like to make sure of what they are purchasing before they leave the shop.



The legacy goes on (and on and on and on)

There are some games which arrive in a blaze of glory, others which turn up unannounced, and the odd one or two which raise their heads briefly, only to be forgotten for months and months under the neverending deluge of products.

Legacy of Sorasil (Hero Quest 2, you'll remember) is one such product, but after beards of waiting, Gremlin are finally ready to release it.

"Mid way through production, we realised that Sorasil was basically more of the same rather than a whole new game," explained PR exec.

Steve McKevitt. "We wanted to get away from that. A new producer took over the project and we were able to look at the original flaws more objectively."

Character generation and a greater degree of computer intelligence are also promised...

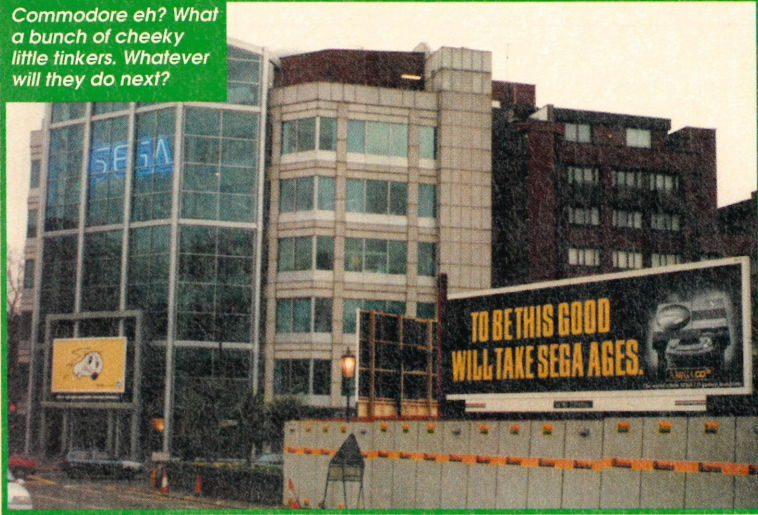


Hero Quest 2: The Legacy of Sorasil – so long a little there's no room left.

NEWS

RELEASE... GAME CHARACTERS IN OWN MAG... COMMODORE BITE BACK

Commodore eh? What a bunch of cheeky little tinkers. Whatever will they do next?



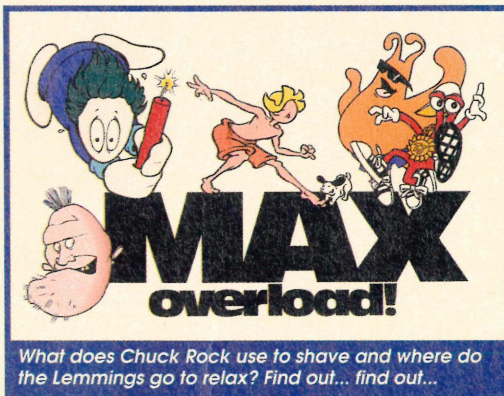
Cheeky beggars

They might have had a much publicised year in the red, but Commodore are bouncing into '94 with an innovative and an aggressive trumpet-blowing policy. Their strategically placed CD32 advert outside Sega's London headquarters is the best spoof we've seen since the Over The Edge "Simski" incident. Respekt is certainly due, Commodore.

Maximum joy

It used to be that the transition was one way. Person becomes film star, film becomes hit and hit film becomes computer game. Mario Bros. bucked the trend though, and a whole host of other game heroes seem set to do the same in the new Dark Horse title, Max Overload – described as "64 pages of full colour gaming mayhem."

Max Overload is bound to delight those of you who yearn for more when the game is over, featuring as it does a number of characters, such as Lemmings and Chuck Rock in their very own animated adventures. It goes on sale from February 15



What does Chuck Rock use to shave and where do the Lemmings go to relax? Find out... find out...

priced at £1.95.

Speaking of the Lemmings incidentally, did you know that March marks the third anniversary of their birth? That's right – the, er, Dundonian doomseekers have reached toddledom and will be celebrating later in the year with yet another game.

ELFMANIA

It is the continuing aim of Amiga Action to be the first to bring you news, previews and reviews of all Amiga games. However our enthusiasm, it seems, has got the better of us.

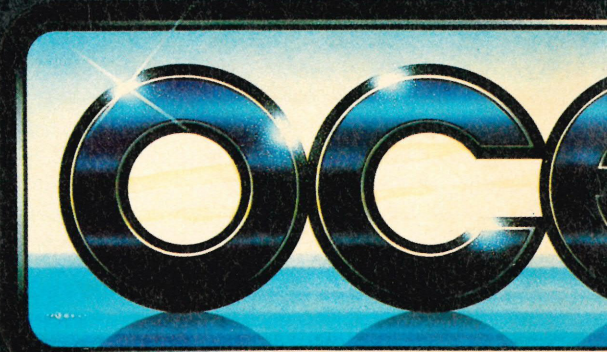
In issue 53 (February), we ran a comparative beat'em-up review, of which Elfmania was a part. This game was reviewed as a result of an internal misunderstanding. It was at the time still in production, and in no way intended for review.

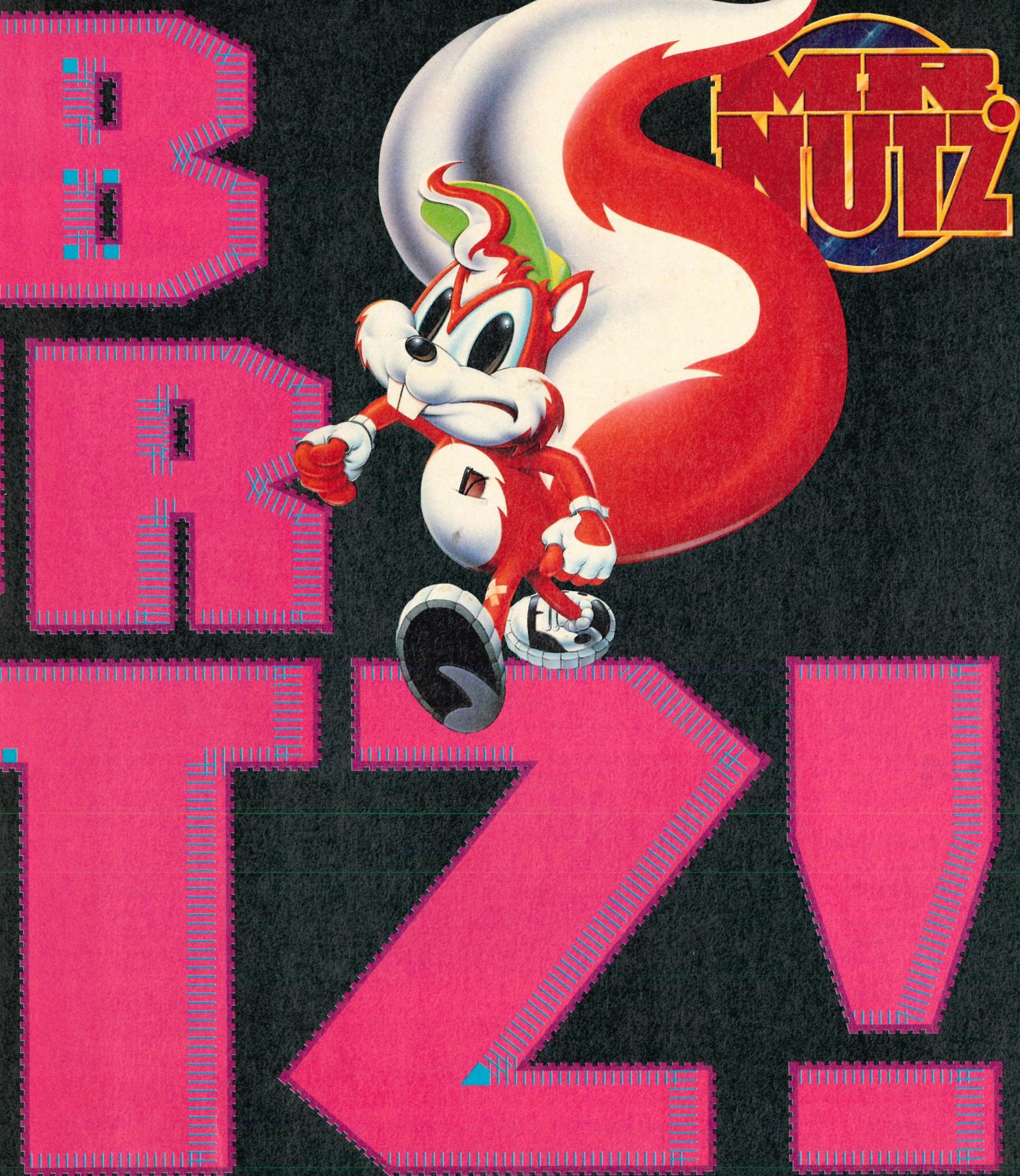
We would like to apologise to Renegade and Terramarque for the inconvenience and confusion this may have caused.

The finished version of Elfmania will be reviewed in this magazine soon.



GRAND YOUTH NO





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NEWS

NEW EDUCATION SOFTWARE... ENHANCEMENTS... WIN!... SHOW...

TOP OF THE CLASS

Software house 10 out of 10 Education Systems are living up to their name with yet more promising releases in the pipeline. Junior Essentials and Dinosaurs are the first of many to come. As usual quality and value have remained the company's key objectives, as well as providing fun alongside the challenge.

Dinosaurs takes the student through six entertaining games identifying and learning individual features of the prehistoric world. Packed with 36 educational objectives the package brings the dinosaurs up



from their grave as it reveals over 1000 facts.

Junior Essentials hits the same high standard with subjects from history and



arithmetic, to time and spelling, and is built on the good old National Curriculum foundations. Both are available now, priced at £25.95.

Dusting down

Daze's amazing-looking asteroids clone Stardust is set for a souped-up A1200 release. Finnish programmers Bloodhouse obviously believe they can do yet more with their stunning graphic routines, and will prove it in May when the 256 colour version is unveiled with the promise of hard disk installation and brand new levels to boot.

Peeved CD32 owners need not worry either, as a version for their machine, complete with a stunning CD soundtrack, is promised for around the same time.

Incidentally, role players will be delighted to hear that not only is Ishar 3 on its way, complete with cinematic sequences and loads of new spells (set to arrive in April), but an interestingly titled number by the name of Robinson's Requiem is in production too, and should be available in the spring. Hopefully.



WIN! Loadsa camping gear courtesy of Gremlin

You know Disposable Hero, the horizontally scrolling shoot'em-up from Gremlin? Well it's very hard indeed - all about survival in fact, and it is to this end that the Sheffield wonder-publishers have decided to give away a dirty great wad of top quality survival/camping gear to one lucky person. Oh yes, we've got a top quality robust two man tent, one of the finest sleeping bags you're ever likely to sleep in your underwear in, a large cooling box and flask, trusty rucksack of course, AAAAND a dinky little Calor gas stove complete with cups, plates, knives, forks - the works.

Unless you're a wobble-bellied couch potato like Neil, a prize like this is all you need for top weekend-away action. All you have to do is decipher the Gremlin related anagram below, put your answers on some form of parchment and have them here by the end of March. Go on then...

LENSMAL SNOTED VILE REHE YEMROAN

SNIPPETS

■ **OmniMedia Ltd** recently released the first music videos to appear on video CD format. Supported by Commodore and Philips among others, it combines quality of **VHS video** with **full CD functionality**.

Further information can be obtained from OmniMedia on 081 974 6766.

■ A new Amiga **"deluxe" external drive** is now available from **Amitex**. Features include anti-virus protection, anti-click technology and daisy chain connection. Priced at **£59.00** and available from, among others, Silica Systems, on 081 309 1111.

■ **Personal organiser** for games! It's true Logax have produced a yellow plastic filofax containing around 60 interchangeable pages with space for recording high scores, passwords, notes and loan information. Should be in the shops now. More details from Logax on 0923 223660.

■ **Spring All Micro Show** takes place on Saturday **16 April** at Bingley Hall, Staffordshire Showground, Weston Road, Stafford, featuring Amiga, PC, ST, accessories, software books and more. Adult admission **£2**, U14s free. Isharward Services, 0473 272002.

■ **Overdrive** high capacity storage hard drives are now available again from Special Reserve (250 meg and 340 meg versions, prices **£299** and **£379**). Special Reserve Sales Lines, 0279 600204.

CU Amiga 95%

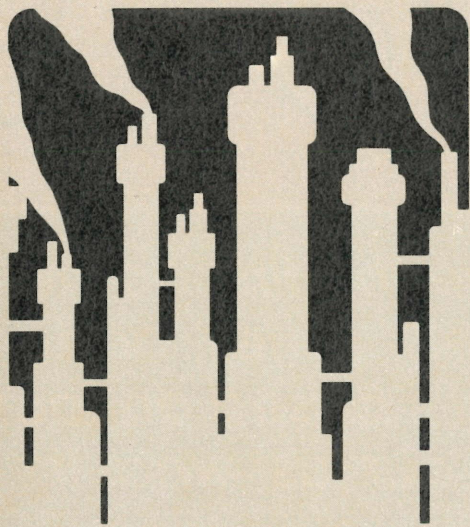
"One of the greatest adventures ever."

The One 93%

"... we were concerned when LucasArts announced they were going to leave the Amiga scene, but with Revolution currently producing stuff like this, who needs 'em ?"

Amiga Action Accolade 92%

"Absolutely outstanding in every way."



BENEATH A STEEL SKY

FEATURING...

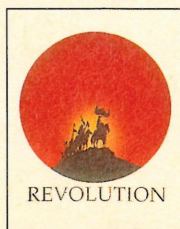
REVOLUTION'S INNOVATIVE VIRTUAL THEATRE SYSTEM AND STUNNING ARTWORK FROM AWARD-WINNING COMIC-BOOK ARTIST DAVE GIBBONS, BENEATH A STEEL SKY IS A GRIPPING SCIENCE FICTION THRILLER SET IN A BLEAK VISION OF THE FUTURE.

ROBERT FOSTER IS AN INNOCENT OUTSIDER STRANDED IN A VAST CITY WHERE OPPRESSED CIVILIANS LIVE AND WORK IN SOARING TOWER BLOCKS... WHILE THE CORRUPT, COVETOUS AND RICH LIE UNDERGROUND, SHIELDED FROM ALL POLLUTION.

ALONE, SAVE FOR A ROBOT CIRCUIT BOARD, FOSTER MUST FIGHT FOR SURVIVAL... AND DISCOVER THE SINISTER TRUTH BEHIND HIS ABDUCTION!



Virgin



SCREEN SHOTS MAY BE FROM A DIFFERENT VERSION

THE MAKING OF

SEASON 10

"Cycle Ride" will be the first game in the bizarre MysterX series, and the weird thing is, it's based on fact. This month we find out just what it takes to cycle across a continent.

BY: **PAUL ROUNDELL**

BACKGROUND

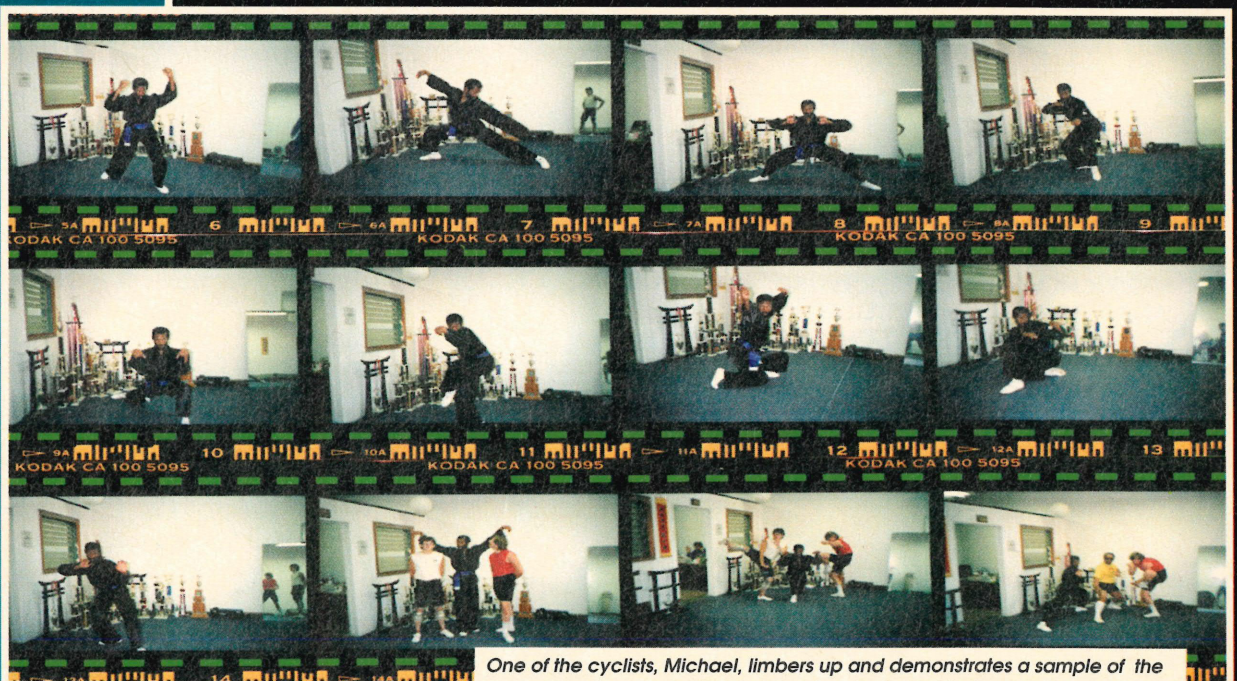
Millennium are developing a series of beat'em-ups based upon Neil Axe. Neil Axe is the Bucks born self-proclaimed portal for the ancient five guardians of the earth – a martial arts expert with a mission, who, in 1988 cycled across America on a quest not only to raise money for charity, but to "find his inner self." The first game in the series centres upon the events of that month long trek.

Last month we spoke to MysterX producer Chris Smith about his thoughts on the strange venture and his plans for the first MysterX game. The Coast to Coast name has been replaced by the simple title Cycle Ride, and since the true events of this journey are the basis for the game, let's find out from Neil what it takes to spend 32 days cycling across a continent.

The idea for a cycle marathon was hatched as early as 1986. "Originally I wanted to cycle along The Great Wall of China," says Neil, "a ritual which harks back to the ancient martial artists who went on a... search for the Holy Grail, I suppose you'd call it – a kind of search for their inner self. It's all about pushing yourself beyond accepted limits, and the idea was to cycle to a destination, spar with an opponent and continue, so learning different views and perspectives as I went along."

It was Neil's wife Paula who suggested the charity aspect of the ride (the four cyclists raised money for the Great Ormond Street Hospital, which in itself is another story), though Neil was very disappointed by the attitudes of companies, and the lack of corporate sponsorship he managed to drum up, despite literally thousands of letters of appeal and a personal phone bill of £1200.

"Before the event even got off the ground, the bills were crippling the team. We spent more than we ever made back," says Neil, who even raffled off his knackered old car to raise money for the trip. "Six weeks before we were due to fly out to China



One of the cyclists, Michael, limbers up and demonstrates a sample of the vast array of moves he is skilled in. You don't want to be messin' really.

MysterX

we received a telex from the authorities over there. Apparently, some parts of The Wall are closed off to the public and we would have to skip parts along the way, which went against the whole point of the trip." The cycle ride was off.

Neil and his team (Michael, Graham and Julian,

The team stops off along the way to meet Ted Tabura, one of the world's leading weapons men.

one member would sleep in the back of the van. (Previous to hiring the van, each team member had carried provisions and equipment totalling around 80lbs in weight.)

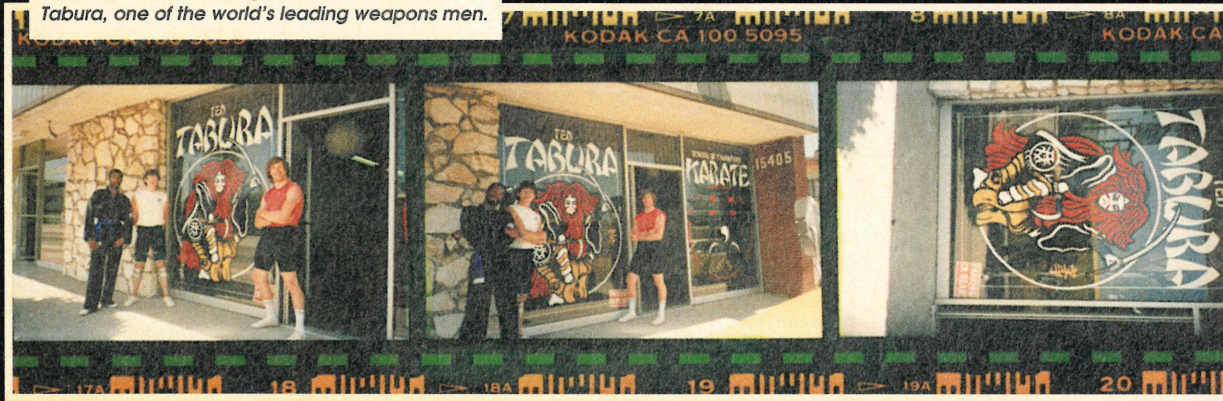
"Hiring the van left us really strapped for cash, to the extent where we had \$10 a day between us to spend on food. Mainly we subsided on

An unexpected lesson Neil gleaned from the trip was the respect that martial artists are afforded by the American police. "Like in this country, you aren't allowed to cycle on the freeways. Because of our circumstance though, this occasionally became necessary. We were nearing California when a patrolman with a very bad attitude stopped us, inquiring as to 'what the f**k we thought we were doing riding on his highway?' When he started to inspect the van and found out it was a martial arts trip, he changed his approach completely and saw us on our way. Apparently the police over there are taught to be very wary of martial artists, because there were so many guys who learned the arts in Vietnam. If a guy goes into a martial arts pose within six feet of a policeman, he can legitimately shoot him." Nice one...

As well as the obvious problems of boredom, fatigue, hunger and pain, the Ku Klux Klan were none too welcoming in the town of Yeso, New Mexico. So offended were they by the fact that three white men would fraternise with a black that they threatened more than one method of death to the team.

"Michael and Graham were absolutely outraged by the Klan, and wanted to stand up to them," remembers Neil, "but we've yet to perfect the move which blocks a bullet from a gun! We left."

The ride was completed on



remember?) were determined that 18 months of rigorous physical training wouldn't go to waste. Despite the fact that little sponsorship money had been raised, a letter of commendation from Terry Lawless and Frank Bruno rallied local interest and spurred the guys on.

"When we were organising the China trip, the idea was that we'd get some top British and American martial artists to fly over at the end for a massive sparring match. When it fell through some of our American friends suggested the states.

The China cyclathon was to be around 2000 miles in length and both Neil and Julian were told by medical experts that they had no chance of completion - Neil was carrying a back injury and Julian had splints in his leg as the result of an accident. The US trip would span close to 4000 miles, from New York to San Diego, but the pair were determined...

A local bike shop provided the wheels and on April 4th 1988, four men boarded a ferry with their bikes, touched the Statue of Liberty for luck, and were off!

Unfortunately, medical advice proved true and within days Julian was in pain and struggling badly with his injured leg. "At the outset it was intended that all four of us would cycle the entire distance," says Neil, "but the trip had been hastily arranged and with Julian's leg it just wasn't practical."

A van was hired in Washington DC and a new game plan hatched. One person would be cycling at all times, apart from six hours during the night when temperatures hit rock bottom. One person would drive, another would navigate, (using local maps bought along the way from 7-Eleven stores) while

concoctions of pasta and rice, and three of us had a small amount of meat thrown in to add some taste." Not the best diet for an excruciatingly difficult and arduous journey. And what about the weather?

"In the main it wasn't too bad. We were lucky with the rain - one massive electrical storm in Washington was about as wet as it got. There were plenty of times when it was cold, but you get

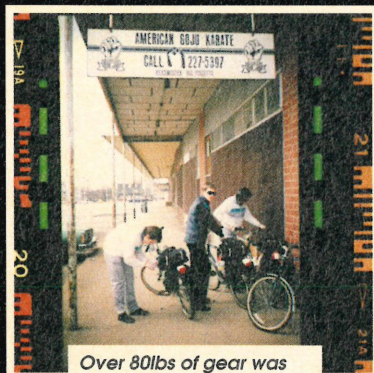
through that. You can shield against the cold and the rain, but the worst aspect of the weather was the sand storms which blew up in the desert. There was just no getting away from them."

Before embarking on their journey, a long standing friend had predicted to Neil that if they came through it, the four would either be mortal enemies or friends for life. He was right and Neil is thankful that despite a number of set-to's along the way (Michael held a dinner

knife to Neil's throat and Neil responded with a pencil in the rib cage at one point!) the latter has rung true ever since.

Okay, so it was a journey of discovery for the team, but to the average person, it was simply four English guys raising money for charity. Surely they must have been helped along by the support of the American people?

"The American attitude to charity is very cheap. We'd struggled to raise money in England to support the trip - one firm even blatantly reneged on their promise of financial support on meeting Michael and finding out he was black, but the Americans have no qualms about turning down requests point blank, without the slightest embarrassment. I suppose this is a comment on society rather than a particular nation."



Over 80lbs of gear was strapped to every bike.

May 6th 1988 when the team crossed into California and reached San Diego. Strangely, it was a time of mixed emotions and the feeling of euphoria soon gave way to an air of melancholy. For Neil's part, it was his son Ryan's fourth birthday and he was 10,000 miles away from his family. The money raising aspect hadn't gone as planned and everyone wanted to get home.

A period of rest for Neil, Graham, Mike and Julian followed, part of it spent at the house of Kay Baxter - who in Neil's words, was responsible for introducing women's bodybuilding to the world (she also taught Stallone and Schwarzenegger self defence) and her boyfriend Eric Lee.

It is at this point where the story takes on a serious note. Kay Baxter was killed in a car accident in which Neil was a passenger. He saw her die, and as anyone might guess, this affected him greatly.

Neil and Julian spent some time on their return working on a script they hoped Hollywood would be interested in.

"It's called 'Born in Britain, Made in the USA'," says Neil, "and it blends all the facts of the trip with a little bit of fiction. Now that public awareness, especially in the States, is higher, we're hopeful that a studio will option the script."

This may seem like a hopeless dream, but considering Neil Axe is currently negotiating video, film and toy rights to his story, with the computer game rights already sewn up, we suggest you keep an eye out.

Millennium are currently considering a special CD32 version of Cycle Ride, and we'll bring you news of this next month.

"Born in Britain, Made in the USA" and "Cycle Ride" are dedicated to the memory of Kay Baxter.

CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	3	MORTAL KOMBAT	VIRGIN	£29.99	BEAT'EM-UP	91%
2	1	CANNON FODDER	VIRGIN	£29.99	SHOOT'EM-UP	94%
3	2	FRONTIER: ELITE 2	GAMETEK	£29.99	ARCADE/STRAT	93%
4	9	JURASSIC PARK	OCEAN	£25.99	SHOOT'EM-UP	88%
5	7	THE SETTLERS	BLUE BYTE	£34.99	STRATEGY	89%
6	4	PREMIER MANAGER 2	GREMLIN GRAPHICS	£25.99	SPORTS SIM	87%
7	8	SENSIBLE SOCCER 92/93	RENEGADE/MINDSCAPE	£25.99	SPORTS SIM	90%
8	10	CHAMPIONSHIP MANAGER 93	DOMARK	£25.99	SPORTS SIM	78%
9	5	ZOOL 2	GREMLIN GRAPHICS	£25.99	PLATFORM	79%
10	6	MICRO MACHINES	CODEMASTERS	£25.99	RACING	83%
11	11	ALIEN BREED 2	TEAM 17	£26.99	SHOOT'EM-UP	91%
12	★	ZOOL	GREMLIN GRAPHICS	£25.99	PLATFORM	96%
13	15	LEMMINGS 2	PSYGNOSIS	£29.99	PUZZLE	95%
14	★	THE CHAOS ENGINE	RENEGADE/MINDSCAPE	£25.99	SHOOT'EM-UP	92%
15	14	SYNDICATE	ELECTRONIC ARTS	£34.99	ARCADE/STRAT	93%
16	⊕	SIMON THE SORCEROR	ADVENTURE SOFT	£34.99	ADVENTURE	N/A
17	⊕	COOL SPOT	VIRGIN	£29.99	PLATFORM	82%
18	⊕	TORNADO	DIGITAL INTEGRATION	£34.99	FLIGHT SIM	85%
19	17	EUROPEAN CHAMPIONS	OCEAN	£25.99	SPORTS SIM	88%
20	13	BODY BLOWS GALACTIC	TEAM 17	£26.99	BEATEM-UP	84%

★ = RE-ENTRY ⊕ = NEW ENTRY

Well you could blow me down with a feather! Mortal Kombat has gone and done the dirty on it's old mate from Virgin, Cannon Fodder. Frontier is still well up there hogging the top places, and an ominous challenge is being made by Ocean in the shape of Jurassic Park which jumps five places to this month's number four. Further down the chart there are surprise re-entries for both Zool and the Chaos Engine, as well as a whole host of new entries including Simon the Sorceror, Cool Spot and Tornado. Stick around and we'll bring you more of the same next time.

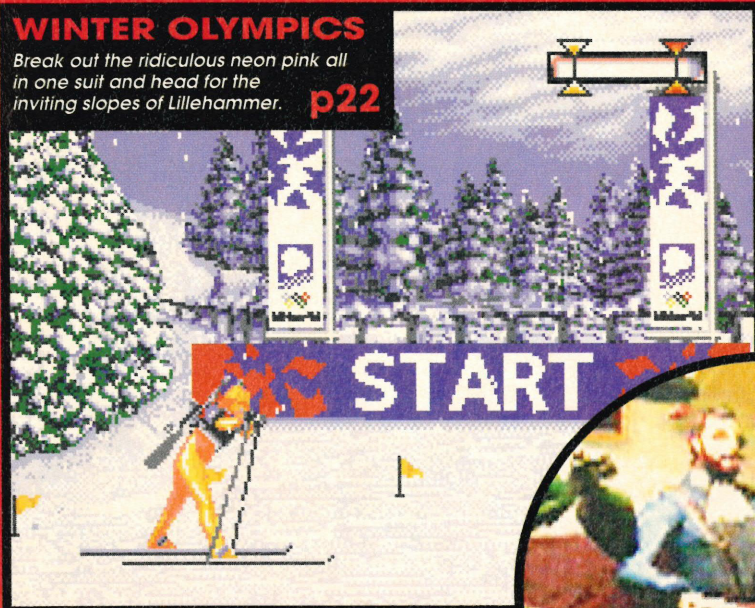


ACTION REVIEWS

INSIDE...

WINTER OLYMPICS

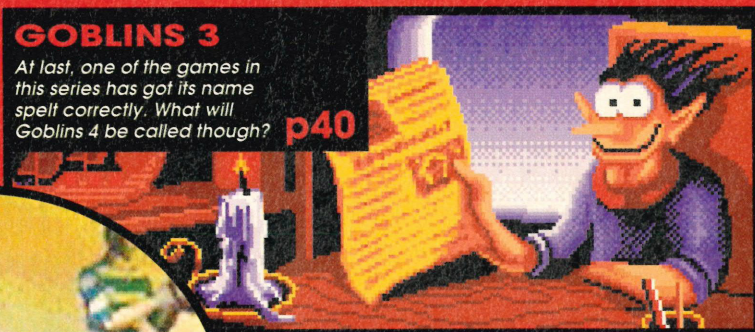
Break out the ridiculous neon pink all in one suit and head for the inviting slopes of Lillehammer. **p22**



This month's reviews take you from the icy winds of Norway to the warm breeze of the Caribbean. Nice.

GOBLINS 3

At last, one of the games in this series has got its name spelled correctly. What will Goblins 4 be called though? **p40**



LABYRINTH OF TIME

King Minos is building a labyrinth to bridge the gap between time and reality. Ooh, how exciting. **p18**



PIRATES! GOLD

Tales of adventure on the high seas aplenty in MicroProse's CD update of Sid Meier's classic. **p42**

PLUS

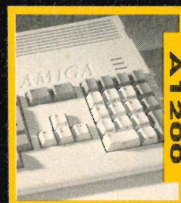
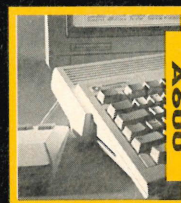
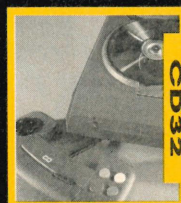
Batman Returns, Snapperazzi, Dangerous Streets, Tornado, Sensible Soccer CD32, Global Domination, Seek & Destroy, F1, Cool Spot, Assassin '94, Fatman, Alfred Chicken CD32

SUPER LEAGUES

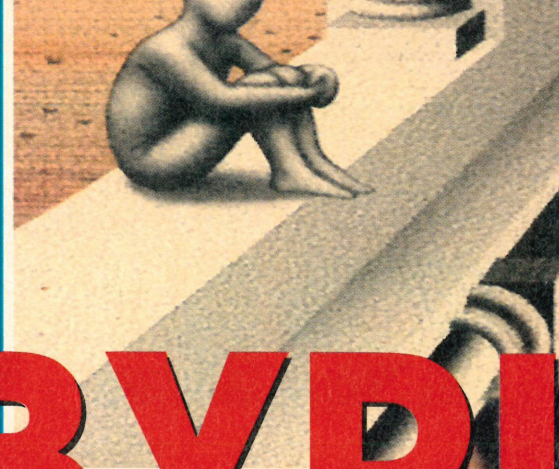
You all know how the Super Leagues work by now, but seeing as this box is here we get the opportunity to tell you again. You know that if a game sits near the top of it's league, in the opinion of Amiga Action it is going to be well worth playing. Those at the bottom... maybe not.

A NEW OUTLOOK!

There is no one type of Amiga review anymore. What with CD32 and the A1200 on top of the basic A500/600, we can now be faced with up to three different kinds of product, or three brackets of quality, if you like. Rather than stick in a couple of tedious lines outlining the differences of games on different machines (or lack of), what we'll do, to make things easy, is show the machine we used to review the game, and box out a comment to outline any differences if, and only if, applicable. We think you know by now that an Amiga Action review contains everything you need to know about a game, and that any significant factors regarding release across the Amiga machines will be included within those concise, flowing and, er, informative prose. So it's sorted then, yeah?



ACTION REVIEW ADVENTURE



THE LABYRI

The CD32 finds itself with yet another stunner of a game...

Let's be honest, you can't really say that so far the CD32 has been a roaring success can you. I'm not talking technically, because we are told by those that know that this is most definitely the most powerful console around, but certainly in terms of quality software things couldn't have been a great deal worse. Even the most staunch Commodore supporters, those who were first in the queue the day the machine hit the shops, must have become a little anxious as to whether they had blown a large sum of money on something that was never destined to be successful.

In much the same way as the A1200, software was not being released that had been specifically designed with the machine in mind. This led to an awful lot of direct ports from the earlier Amiga models, or shovelware as it is known, which, while being excellent games just did not have enough to convince users that the wonder machine was quite as wondrous as was originally made out.

▼ The automapping facility comes in very handy in places like the Mirror Maze.



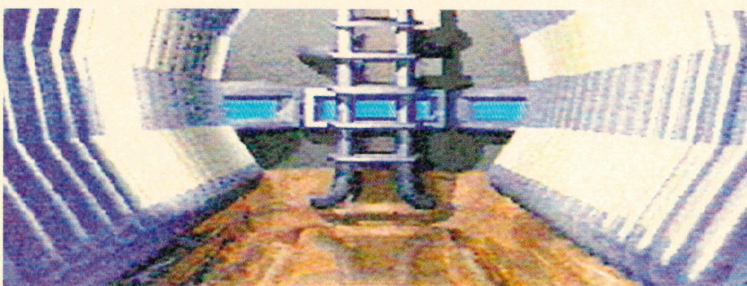
Entrance to a mirror maze. facing west

This worry was not laid to rest as old classics such as Sleepwalker, Pinball Fantasies and Zool were the biggest name games available. Slowly but surely though the tide has begun to turn. It started a few months back when the first CD only game to be completed hit our office. That was Liberation, and since then the CD32 has been confidently striding forward with only one or two tentative glances back over its shoulder.

Games such as Pirates! Gold from MicroProse and now The Labyrinth of Time are contributing to the construction of a strong platform from which the more sceptical games companies can plunge head first into CD development.

When you scratch beneath the surface of Labyrinth you will realise that it is nothing more than an ordinary adventure game, but when you first begin to play you will, if you are anything like me, be

▼ The tremendous atmosphere that is generated is the key to Labyrinth's success. This is achieved through excellent graphics and a moody soundtrack.



In a library. facing south

▼ You must discover what strange objects such as this are used for by the King, and then proceed to make them work to your advantage.



In a cave. facing west

Photo quality images run
throughout the game.



NTH OF TIME

struck dumb, Roundell fashion, by the atmosphere that the game generates.

To begin with you are told little of what is going on, you will find out more as you progress, but the scene is set by a mystical figure who informs you that the legendary King Minos has, for some reason known only to him, commissioned construction of a labyrinth that will, when completed, bridge the dimensional gap between time and space.

Rule the world

Inside the labyrinth will be portals into all eras of history, allowing Minos to rule the Earth itself. Fortunately, one of his construction workers has turned bandit and decided to pull off an inside job that will stop the evil dictator's plans. He has plucked you from the humdrum routine of your normal life and placed you within the chaotic world of the labyrinth. This is a realm where time and space are irrelevant, where the ends do not always justify the means and logical conclusions can be simply chucked out of the window.

Through exploring and puzzle solving you must overcome the awesome power of Minos and destroy the labyrinth by manipulating the very fabric of history, before it is too late. However, you must remember at all times that the future may not unfold in quite the way you had planned.

Right from the start it is plain that this is going to be something special, both graphically and sonically. It states on the box that this game is only

possible on CD-Rom and it is easy to see why. Over 1800 high resolution images have been incorporated to represent more than 275 location. Every one of these images has been rendered in glorious 3D, 275 colour ray-traced graphics. If you are unsure what any of this means, just take a look at the graphics and it all becomes irrelevant. The only thing you need to know is that they are simply stunning and are undoubtedly the best thing I have ever seen in any Amiga game.

The second thing that hits you is the soundtrack. Now I don't normally go in for all

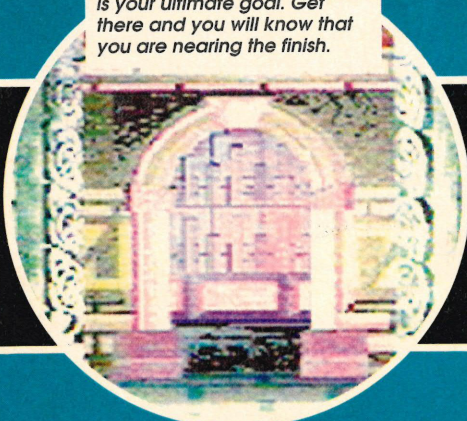


▲ During the game you will travel to many different eras, including western and medieval times.



▼ The interface that runs along the bottom of the screen may be primitive, but it is functional.

▼ The building in the distance is your ultimate goal. Get there and you will know that you are nearing the finish.



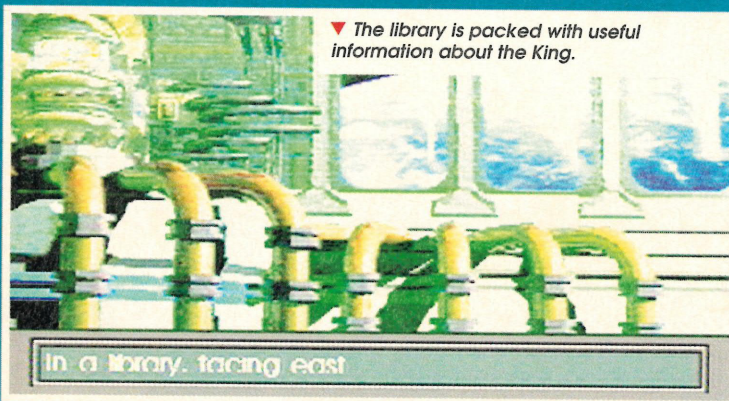
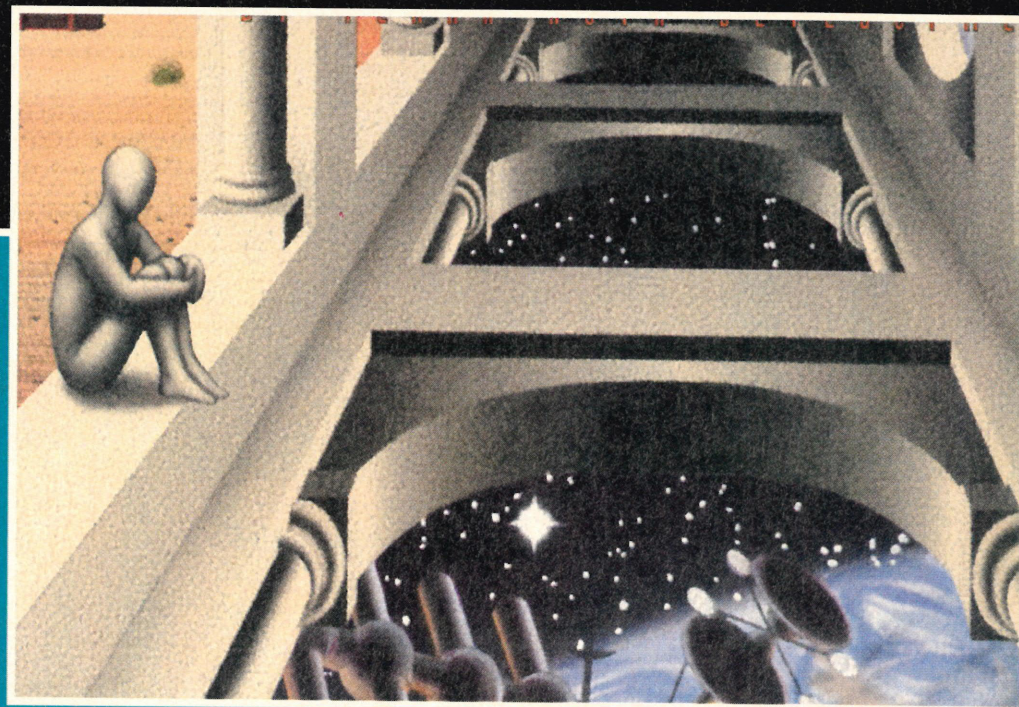
that classical malarkey, but for increasing the tension it works a treat. Loads of pianoey bits and strange sounds create the impression that this is more like a film than a computer game, with the tune building to a crescendo when the next dramatic bit is approaching. According to the back of the box the sound alone accounts for 25 meg, a size which is bigger than the majority of most Amiga hard drives, so this gives you some idea of just how good it sounds, I doubt that you could imagine though, so it's best to just wait and see for yourself.

They went before

The actual game plays like so many before it, in the way of graphic adventures, but goes for a view through the eyes of the main character, namely you, rather than the more traditional third person perspective with the main character also on display. I don't really have a personal favourite between the two views, but I'm sure that supporters of both styles will be able to make allowances in this case, as everything else is so good.

When I first began to play the game I was highly dubious to say the least. There just didn't seem to be anything to do other than wander around various nondescript locations, in awe of the aesthetic qualities. This turned out to be my own fault as I had missed a blatantly obvious clue as to how to progress, and once I had the location in question pointed out to me I was away and there was no stopping me from that point on. I was enthralled as the story unfolded before my very eyes, as indeed were the rest of the team with the exception of Paul who, sadly enough was happily plugging away at another game.

The only major gripe I have is that the interface is very primitive indeed and really lets the game down in a big way. There is no talk option for instance, making interaction impossible and also the use and pick up commands need some serious work if they are to be brought up to speed with the advanced systems used by companies such as Sierra



▼ The library is packed with useful information about the King.

and Lucasfilms. You do get used to it though and after a while it is not that intrusive and you can certainly forgive this one lapse.

CD32 owners are in for a real treat this month and hopefully it is the first of many to come. The Labyrinth of time is not the greatest adventure of all time, but it is certainly the best one around on the CD format, although I suppose there isn't a lot of competition when you think about it. This pushes back the boundaries of what we can expect in terms of adventures in future.

Hopefully, Terra Nova Development will follow this up with a game that is better in terms of gameplay, or one of the larger developers in the field gets rid of the attitude that this machine is not worthy of their products.

▼ I'm going to save you a lot of hassle now. Don't put any money in here no matter what.



In a mirror maze, facing east

▼ This piece of state of the art hi-fi equipment may look nice, but is it useful?



In a hotel, facing north

THE LOW-DOWN

PUBLISHER: Electronic Arts
CONTACT: 0753 549442
TEAM: Terra Nova
PRICE: £24.99

S C O R I N G	
GRAPHICS	93%
SOUND	90%
PLAYABILITY	84%
DIFFICULTY	Average

The Labyrinth of Time has far more going for it than most games these days. It is very rare that you can say that any game is better in certain areas than anything that has gone before it, but in this case you really can. Stunning graphics and a haunting soundtrack set the scene perfectly, and a more than competent storyline provides the final ingredient for what is one of the best games yet seen on this machine.

REVIEWED BY: Steve

SECOND OPINION

Graphically superb and the haunting musical accompaniment is just perfect. I must admit that my interest waned after a while, but it was good stuff while it lasted.

OPINION BY: Neil

OVERALL SCORE

87%



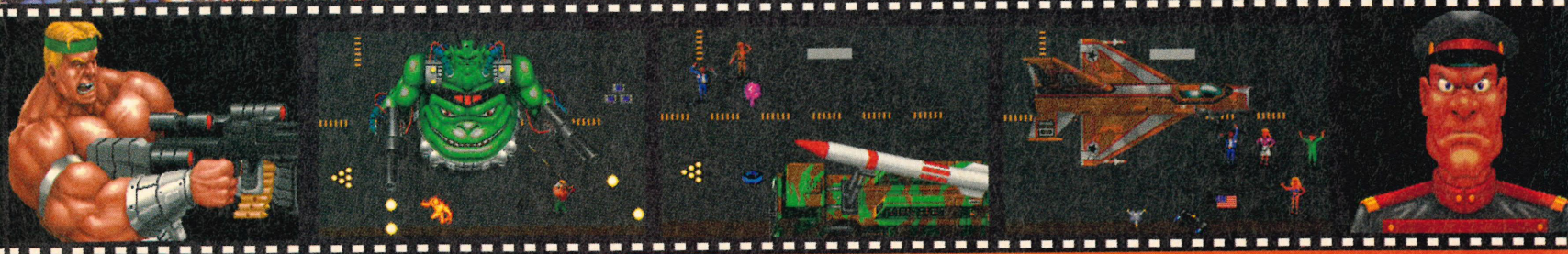
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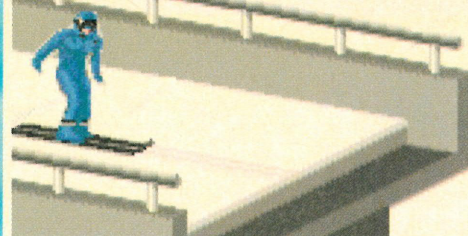
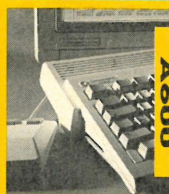
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ACTION REVIEW SPORTS SIM



▲ Too late to back out now. You'll soon be soaring through the sky with only two sticks to land on.

WINTER O

Time now for a highly topical review. With the Olympiad in full swing you can have a go yourself courtesy of US Gold.



▲ Downhill Skiing is one of the most exhilarating events any winter Olympian can take part in.

▼ It is also probably my favourite event in the game, packed with high speed action.



Unless you have bought the mag quite close to the off sale date, or choose to buy it but leave it lying around for a couple of weeks before reading it, the Lillehammer Winter Olympics will be in full swing as you peruse this page.

Olympic frenzy should at this point have reached fever pitch with even your normal, everyday football-going bloke getting up at some ridiculously early time in the morning to watch the third round of women's Bobsleigh competition. We've all done something similar. I remember setting my alarm for 5.00am just so that there was no danger of me missing the Olympic men's Hockey final. Pathetic.

For those of you who like to get a little more involved but don't have the nerve to lie on a thin tray thing and hurtle down sheet ice at speeds over 100km per hour, US Gold have come up with a safer alternative. Winter Olympics features fourteen disciplines covering six different Olympic sports. This is a bit of a grey area for me as I cannot quite get my head around this discipline and sports business. As far as I'm aware this means that even though there are a number of what we know as skiing events they all come under one discipline, namely Alpine. Got it? Good. The other five

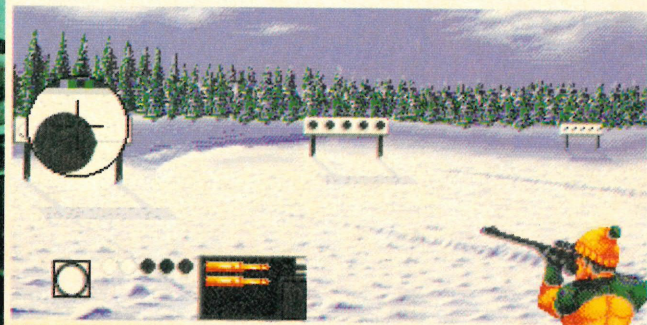


disciplines are Bobsleigh, Luge, Biathlon, Short Track Speed Skating and Ski Jumping, providing the player with plenty of choice.

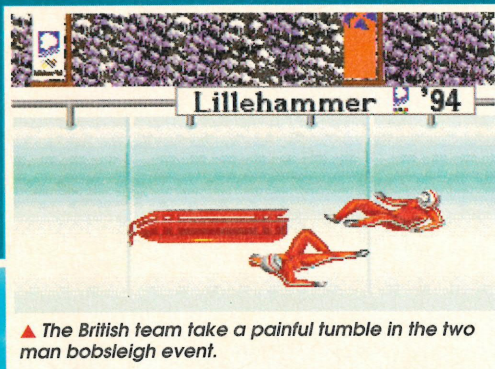
I have always been a big fan of multi event sports sims right back to their heyday when every new Epyx release was awaited with baited breath. Daley Thompson's Decathlon and Track and Field were my own personal favourites but recently this format has not received the coverage it deserves.

As with all of these types of games you have several options on how the game will progress. The best thing to do at first is to enter into a little practise of each of the events. If you don't you will really struggle in the competition, with your opponents giving you a sound thrashing in every

▼ Taking careful aim in the Biathlon shooting section would be easy if only you weren't so exhausted.



LYMPICS



▲ The British team take a painful tumble in the two man bobsleigh event.

single discipline.

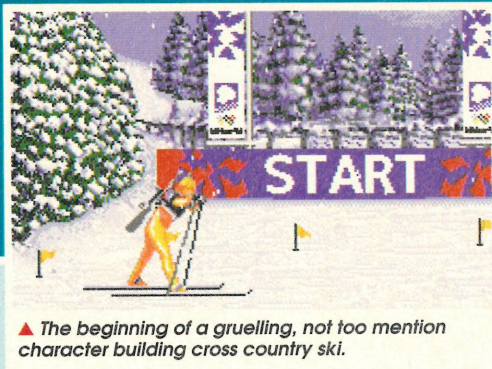
You can also choose to take part in a mini-Olympic tournament in which you choose which events take place, or go for the full blown Olympics and attempt to emulate your heroes in your own little way.

Eddie Edwards

For obvious reasons each of the events are controlled in a different manner, so frequent references to the instruction booklet are required. Having said that though, all of the controls are fairly intuitive and seasoned players of this type of game will find that many of the events are familiar to them, thus making gameplay far easier.

The manual will give details on how to complete each event, but success will only come after you have spent some serious time playing each one. The methods for, say, gaining that extra split second in the downhill, or that elusive metre in the 120m ski jump you will have to discover for yourselves and unfortunately it is trial and error. I say unfortunately but it is actually quite good fun, not to mention exciting.

Out of all the events my favourites have got to be the run of the mill downhill skiing and of course the ski-jumping which evokes memories of the



▲ The beginning of a gruelling, not too mention character building cross country ski.

legendary Eddie "The Eagle" Edwards, at least it does when Paul's playing.

This is one of those games where the challenge never ends and therefore you can carry on for as long as it takes you to get bored which can be quite a long time if you are very bland. None of the events are particularly outstanding on their own, but when you put them together, add the attraction of an Olympic license and the whole thing blends together very well indeed.

None of the sports really let the package down and there are certainly no bad ones. Some of them though are quite tricky to get the hang of, the short track speed skating being a good case in point, but hopefully this won't put people off too much because perseverance proves that this game can be a very rewarding experience.

The sad thing about most sports simulations is that they are quite obviously designed with two participants in mind, for players to get the best out of them. Winter Olympics is different and while having a decent two (and four!) player option it is just as enjoyable in one player mode.

I realise that this may not be everyone's type of game, but personally I think it's a fine product and one that will certainly have me captivated for some time to come. Oh yes.

THE LOW-DOWN

PUBLISHER: US Gold
CONTACT: 021 625 3366
TEAM: In House
PRICE: £32.99

S C O R I N G	
GRAPHICS	85%
SOUND	80%
PLAYABILITY	87%
DIFFICULTY	Variable

It's about time we had another decent multi-event sporting simulation. A few years ago we had them leaping out of the woodwork at us with what seemed like at least three a week, but recently they have seriously dried up. Hopefully US Gold will continue to revive the tradition with a summery game, as they were always my favourites, but until that time comes this will more than suffice. Remember to wrap up warm though, it's cold in Norway.

REVIEWED BY: Steve

SECOND OPINION

US Gold are back again with what they do best, namely a sporting simulation. This is definitely the perfect way to relax between those chilly Winter Olympic events on the telly.

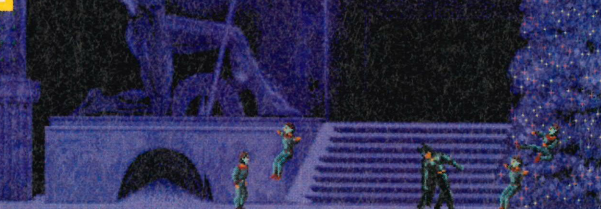
OPINION BY: Paul

OVERALL SCORE
85%

ACTION REVIEW BEAT'EM UP



▼ Herewith is demonstrated the inside of the city in all its glory, and of you're expecting any different, then I'm sorry, but tough.



BATMAN RETURNS

Every other version of this game has been good, surely this won't be any different.

to save us all he would have made an absolute fortune.

Some may say that associating the Lamb of God with a violent, fictional character such as Batman is in poor taste, but general consensus around the office is that it's a valid cross reference, and unless I've been ordered to comprehensively rewrite this part by Don my conscience is clear.

Anyway, on to the game. I remember playing a Batman game on my old Amstrad CPC464 about four hundred years ago and since then there have been countless others. None of them however, have ever stood out from the crowd and each one has disappeared without a trace after a reasonable length of time. Unfortunately, I have to say that the first game I ever played all those years ago was far superior to this in every way. I suppose it's possible that I am looking back through rose coloured glasses but it certainly seems as though it was better.

I played the PC version a couple of months ago and was quite impressed by its clever blend of arcade action and strategy. I was horrified though when loading this up to discover that it wasn't the same game, but in fact a very poor horizontally scrolling beat 'em-up in the Double Dragon mould.

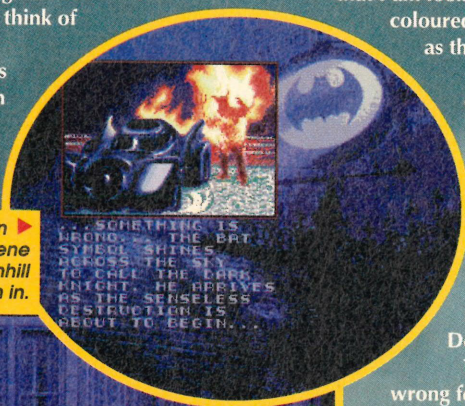
This is where things start to go wrong for Batman Returns. I can't understand why the PC format was abandoned because it would have been possible on an Amiga with ease. It's no good blaming Gametek though, this game was developed in the main by Konami and picked up by Gametek UK for release on the Amiga.

It supposedly follows the plot of the successful film and in its own little way it does. For those unfamiliar with it, the evil Penguin is vying for control of Gotham City. During the course of the game, you

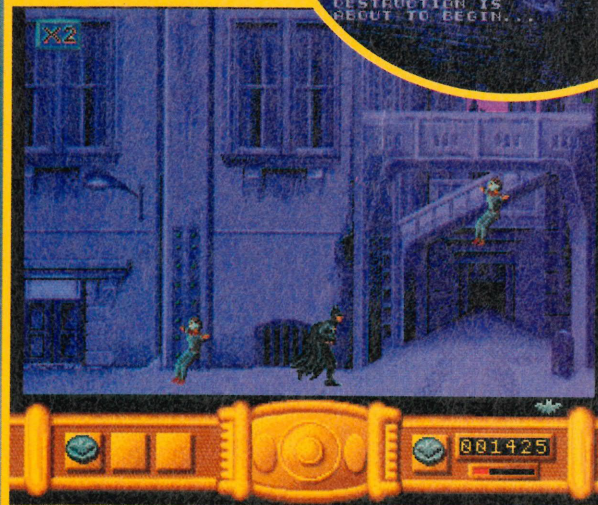
not only battle the Penguin but you must also overcome Catwoman and the members of the infamous Red Triangle Circus Gang.

Now I liked the film as much as the next person, although not as much as Roger I admit, but after

The Batman character has spawned what seems like a thousand spin off licences. TV series, films, t-shirts, general merchandising and of course, good old computer games. The Dark Knight's creator, Bob Kane, really must be kicking himself, what with being dead and all at the peak of Batman's success, as by this point he would be absolutely rearing it in. For this reason, and this reason alone he must go down as one of the most unlucky people in history along with Van Gogh and of course, that Jesus bloke. Just think of the royalties he would have received from all those bibles and crucifixes that have been sold over the last two thousand years. If only he hadn't sacrificed himself



An atmospheric introduction sequence sets the scene nicely, sadly it is all downhill from here on in.



◀ Gotham City's saviour dispenses with another crooked charlatan, but even he can't save the gameplay.

THE LOW-DOWN

PUBLISHER: Gametek
CONTACT: 0753 553445
TEAM: Konami
PRICE: £14.99

S C O R I N G	
GRAPHICS	53%
SOUND	76%
PLAYABILITY	38%
DIFFICULTY	Tricky

It may only be 15 pounds but even so, I really cannot think of any reason to recommend this game to you. I know, I'll list the good points, it won't take long. The music's not bad. There. As for the bad points, oh dear, oh dear. The only saving grace for this game is the fact that it is a Batman licence, and that virtually guarantees its money making potential. We know Gametek can do better. This is a serious step in the wrong direction for them.

REVIEWED BY: Steve

SECOND OPINION

The budget-like price tag just smacks of a last ditch attempt to make a poor product commercially viable I feel, and I'm not alone in expecting better from Gametek.

OPINION BY: Neil

OVERALL SCORE
40%

RNS

playing the game for a while I really couldn't care less whether Oswald Cobblepot aka The Penguin gains control of Gotham or not.

The gameplay is intensely dreary with very samey action all the way through and the graphics aren't too hot either. You can see for yourselves that they really aren't up to the standard we have come to expect and the main sprite looks more like Michael Keaton without the Batman suit on than with it because it is that small.

I suppose that if you are absolutely the most die hard Batman fan the world has ever known, and have the patience of a saint you may wish to persevere with the game and may actually glean some enjoyment from it. Personally, I can honestly say that if I wasn't reviewing this I doubt I would have given it more than a quarter of an hour of my time.

Gametek have given us some good offerings recently. The likes of American Gladiators, NASCAR and of course Frontier have kept many in the office amused for hours, but sorry guys, I'm afraid this just doesn't cut it.

▲ You leap from a great height to take on members of the infamous Red Triangle Circus Gang.

▼ If you manage to get this far then you have got more patience than most, and this is right at the beginning!



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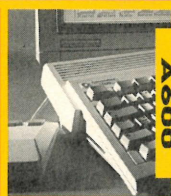
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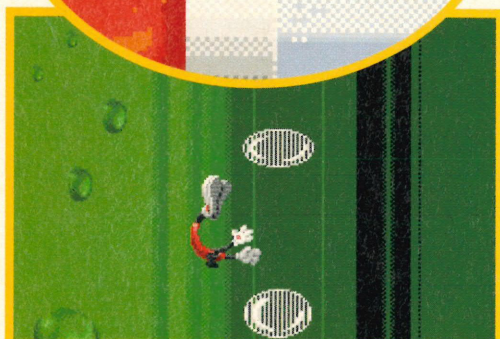
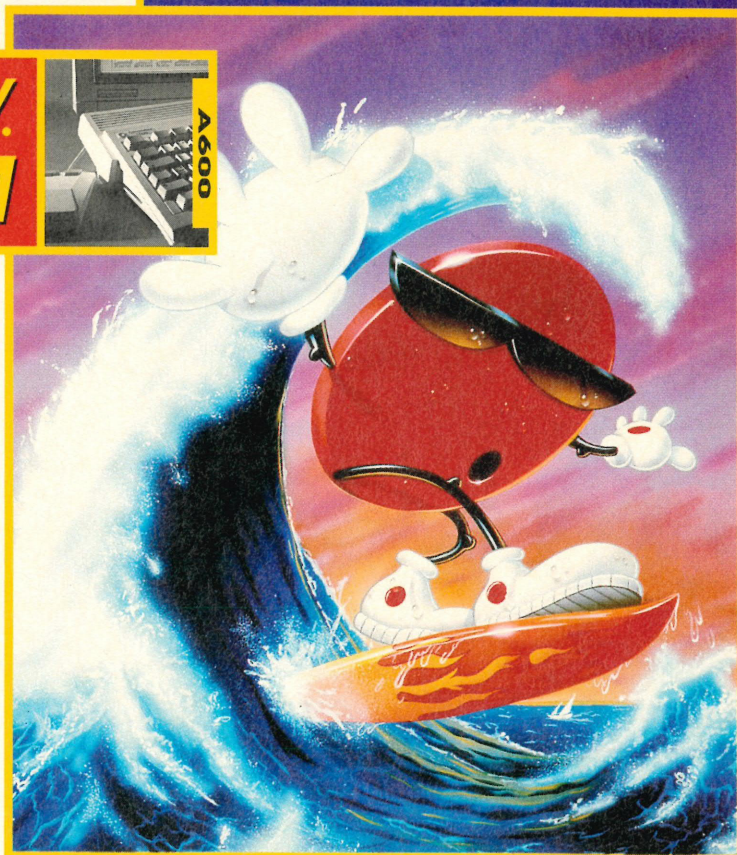
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♦ K240	CALL	♦ WING COMMANDER	9.99
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KINGMAKER	24.99	WONDERDOG	16.99
♦ KINGS QUEST 6	28.99	WORLDS OF LEGEND	16.99
♦ KNIGHTMARE	10.99	YO JOE	15.99
♦ LIONHEART	16.99	ZOOL 2	15.99

Prices can be subject to change. E & O.E.

ACTION REVIEW PLATFORM



Lemonade hero Cool Spot snaps his fingers and casually saunters into the world of the Amiga.



▲ Cool Spot plummets to the bottom of the lemonade bottle in this shot from the bonus game.

Advertising eh? It's been with us as long as we can all remember and it's as much a part of everyday life as tea, toast and soft toilet roll. Usually a source of controversy and cynical exploitation, but also a vast breeding ground for innovative ideas and artistic invention. Newspapers, television, cinemas and even the sides of a space rocket for heaven's sake have been used to promote product awareness in the past, but perhaps now the nadir has been reached with the arrival of Cool Spot.

For those of you who don't know about these things, Cool Spot is a trademark of a very large American soft drinks company. Loathe though I am to promote such a massive corporation free of charge, let's just say that it begins with a number between six and eight, and ends with a word which means the opposite of "down". If any of the directors of the aforementioned company would like to send me any of their products – for research purposes only you

understand, I will be more than willing to accept them on behalf of the er... Soft Drinkers Association of Great Britain. Mark the package "Strictly confidential and not to be opened by anyone but Neil". Ahem...

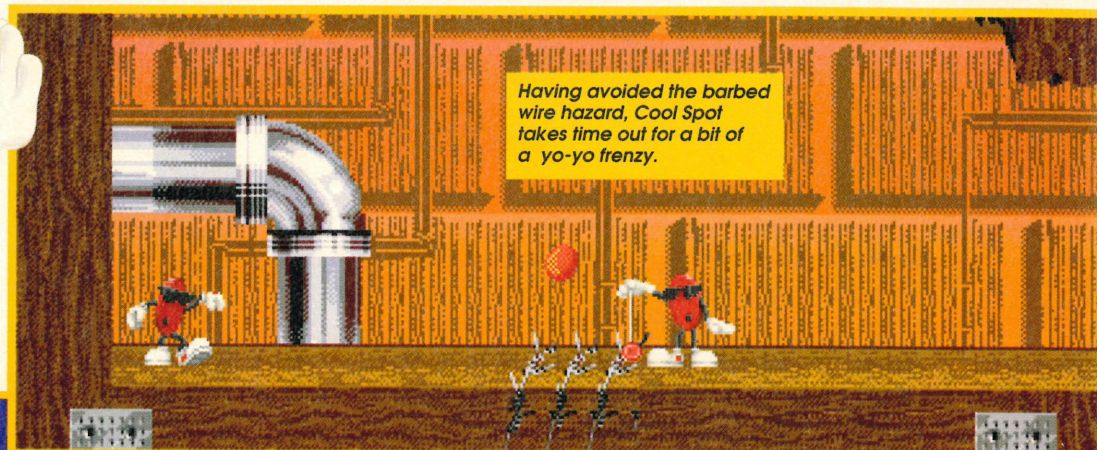
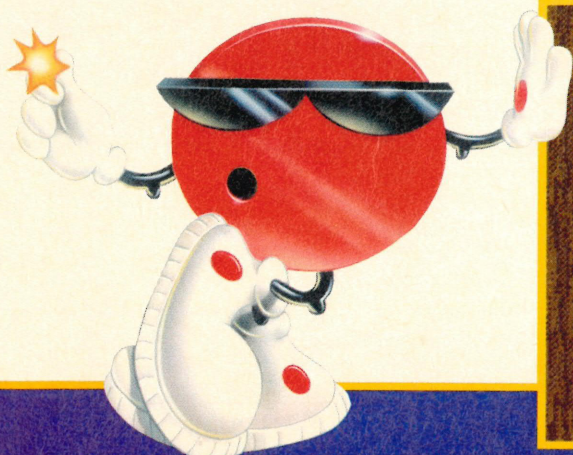
So, we've safely established that Cool Spot (the character) is first and foremost an advertising tool, but is the game an advertising rip-off or a genuinely enjoyable piece of entertainment with a subliminal corporate message thrown in? Let's just see.

First things first yeah. We'll load it up and watch the intro sequence – they're usually good for a few seconds jollity after all aren't they?

What on earth is that noise? you may well wonder, as a rhythmic squeaking noise is



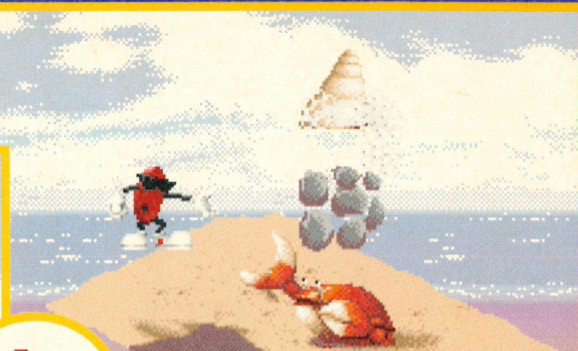
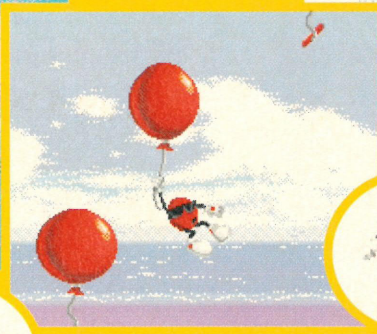
COOL SPOT





▲ The main options screen gives an indication of the quality character animation to come.

▼ If things become too tough down on the ground, Cool can take to the skies thanks to these handy red balloons.



▲ There's plenty of danger lurking on the beach in the shape of crabs and winkles (ooer).

accompanied by some sort of panting for breath sample. Don't get too excited though as all becomes clear when Cool Spot makes his appearance stage left, pushing a huge Virgin sign in front of him.

If you've not come across Cool before, a description supplied by the police would probably go something like this:

Suspect name: Cool Spot.

Age: Unknown (probably mid to late teens).

Eyes: Unknown (always wears a pair of shades).

Hair: None.

Complexion: Bright red (heavy sunburn).

Build: Circular body supported by pipe cleaner legs.

Distinguishing features: A wicked pair of trainers, white gloves and the aforementioned shades.

Pausing for a quick breather in the middle of the screen, Cool removes his shades, gives them a quick polish and then expertly replaces them before making his way nonchalantly off to the other side of the screen. The first time I saw this sequence I was gobsmacked. The animation on the Cool sprite is absolutely fantastic and every move he makes has

been choreographed to absolute perfection enabling him to simply exude his laid back character.

It doesn't stop there though. The main menu screen soon makes its appearance and this time Cool appears on top of an enormous green bottle (no more advertising please), surfing along to the sound of "Wipeout". Even this scene is worth watching for a while before starting the game. A beautifully animated and well constructed intro sequence doesn't always make for particularly pleasing gameplay though, so I always find that it's best to be wary about these things, eternal pessimist that I am. (And git to boot – Steve.)

When you do decide to enter the fray, Cool Spot will find himself at the beach and after he has briefly studied his trusty map for a few seconds, you will be thrust into the platforming action.

Upon reaching this stage I was glad to find that

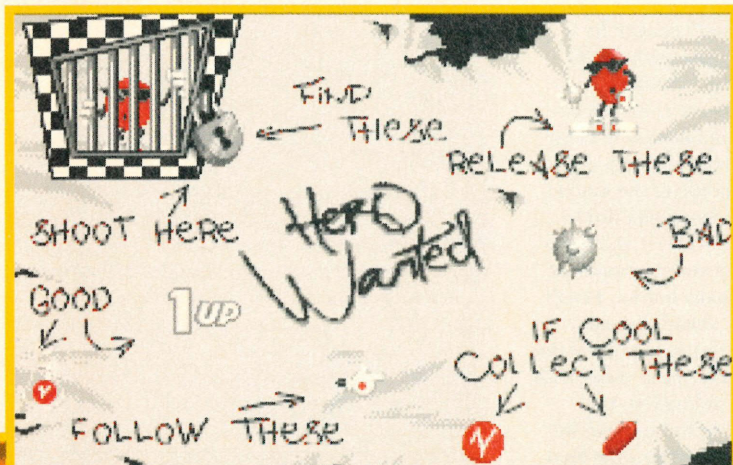
my eternal pessimism was completely unfounded. Cool Spot appears exactly as he does in the intro sequence, but this time you're in control of his every movement. Guide him

forward and he will casually saunter in the direction of your choice, keep him walking for long enough and he will even break into a sort of lolloping trot. Push the joystick upwards and our scarlet hero will leap casually into the air, performing a lazy double front somersault before coming to rest on those oh-so comfortable and no doubt very expensive sneakers.

If all this seems like too much effort for you, then just leave Cool to his own devices for a while. Before too long he'll become bored of just standing there and will try to impress any passing enemies with displays of finger-snapping, shades-cleaning, or downright obvious yawning. All this attention to detail (over 250 frames of animation for Cool himself) is an admirable attempt to make the main character come alive and gain a place in our affections, but alas, I'm sorry to say that it doesn't work for me.

I don't know what it is, but it may have something to do with my nationality. Us British are supposedly brought up to be calm and reserved people who enjoy the value of real hard work and rally to the cause of the plucky underdog.

Unfortunately, Cool Spot doesn't seem to be



Watch out for the black widow spider. To get out of its way shimmy up the drill bit to the next level.

Wooah! Dead end man! Nobody warned me about these things before I set off.

This mouse has taken an instant dislike to our noisy hero. Would you Edam and Eve it!



▲ Collect the red spinning spots in the bonus game and you may rack up enough cool points for a bonus life.



▲ The amazing Cool Spot can climb slippery ropes with ease, but he needs to beware of this unfriendly crab.



Cool Spot comes under attack from a dangerous looking wasp and a mournful and morose haddock.

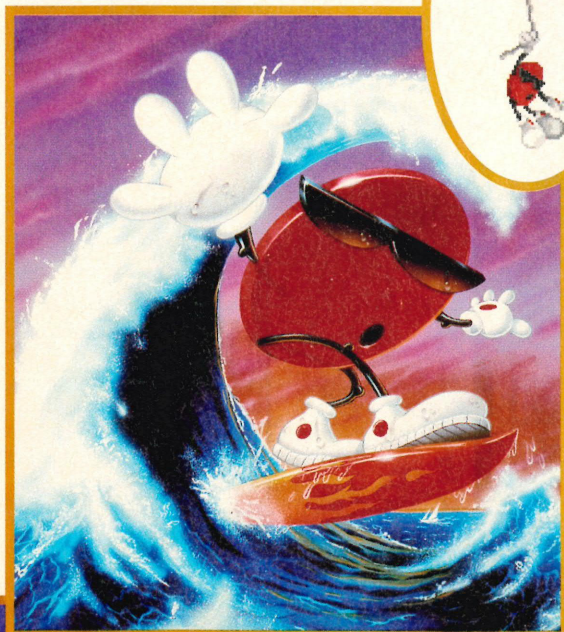


much of a hardworking individual (in fact he's probably the laziest animated character figure ever), and swaggering about as though he owns the place doesn't particularly evoke any great feelings of sympathy from my bleeding heart.

Trip on grass

So, what I'm trying to say is that although the actual character of Cool Spot may appeal to the more brash and brazen American public as a hero figure, I couldn't help wishing that the overconfident little red git would just trip over a blade of grass or something and make a complete fool of himself every now and then.

Away from Cool himself and my own insecurities though, there's a game lurking somewhere, so I suppose I'd better mention it in passing.



At the end of each level Cool Spot's friend, who is being held captive in a padlocked cage, has only one chance of survival if his mate (Cool Spot) can find him and release him from his incarceration. It should be easy enough in theory, but in practice there's a pretty big problem – Cool cannot locate his caged chum until he has collected enough cool points on each level.

These points are represented by spinning red spots which are scattered throughout the landscape, and are protected by numerous enemies which can only be defeated by little snowflake thingies which Cool despatches with a consummate flick of the wrist. Once our red friend is "cool" enough he is then able to locate and free his mate with a well placed snowflake in the cage's padlock.

If enough cool points are collected on the way, then there's a bonus game to be enjoyed which involves collecting red spots inside a large bottle of the much skirted around fizzy lemonade drink.

Then it's off to the next level and more of the same in a different environment. If I'm being brutally honest, I can't help feeling that the actual gameplay and levels have suffered as a result of the amazing efforts that have been made with the central character's animation. It's certainly not so bad to play, but some of the backgrounds are decidedly sketchy – the boat backdrop on the second level for instance.

I think this review has turned out to be a bit more negative than I had originally intended. Don't get me wrong because Cool Spot is certainly the best platformer I have seen for a while and for me it is definitely better than Zool 2.

I can't help thinking, though, that it could all have been so much better if more attention had been paid to the overall game rather than to the central character. But then as we all know, the art of advertising involves placing the product above all else.

THE LOW-DOWN

PUBLISHER: Virgin
CONTACT: 081 960 2255
TEAM: In House
PRICE: £29.99

S C O R I N G	
GRAPHICS	85%
SOUND	89%
PLAYABILITY	80%
DIFFICULTY	Variable

Cool Spot has maybe suffered as a result of too much effort being put into one specific part of the game, and a password option wouldn't have gone amiss either. There's no doubt that its success is assured because of the attraction of Cool Spot himself. I know that I was a bit scathing about the crimson one's characteristics in the review, but you can't deny that Cool is a superb addition to the elite club of platforming heroes.

REVIEWED BY: Neil

SECOND OPINION

Cool Spot is undoubtedly a good game, but I like to see some speed in my platformers, and this is about as laid back as it gets. Not my bag, but yet more quality from Virgin.

OPINION BY: Paul

OVERALL SCORE

82%

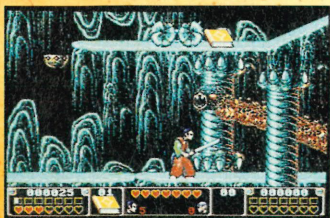
A SEQUEL TO END ALL SEQUELS...



OUT NOVEMBER



FOR THE AMIGA



After an epic struggle of good against evil, the Demon King sought refuge far away in time; where his magic was forgotten, and where he could lick his wounds and recover his powers.

Yet he had not counted on the will of a young Samurai warrior. He followed the Demon into 24th century Japan, to ancient Japan and finally, confronted the Demon in his mountain throne where the King was prepared to try anything to defeat him.

All of his demonic forces have been summoned to his aid, all of his tricks and traps have been set, all of his power is directed against you. Only the wisest and the most honourable of warriors can defeat him.

- 2 PLAYER OPTION
- A1200 ENHANCED VERSION



SECOND SAMURAI

...the story of the second samurai is yet to be written

ACTION REVIEW FLIGHT SIM



AMIGA
1200

TORNADO

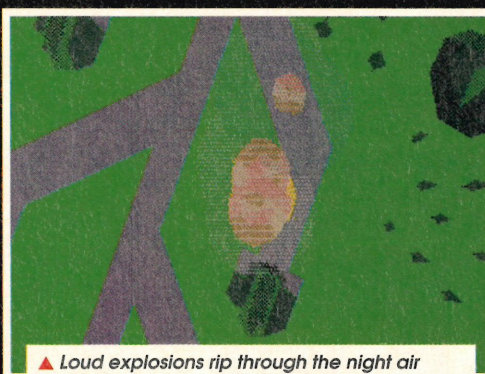


▲ Your approach to the runway will look something like this as you contemplate landing.

Take to the skies with Digital Integration and one of the most realistic flight sims ever.

Flight sim review". Those three words have been constantly gnawing away at my subconscious for the past couple of weeks. I know it's probably mid to late February as you read this, but believe it or not it's the first week back after the Christmas holidays as I write it, and my usual beer fuelled frolics over the festive period have been soured somewhat by having to plough my way through a manual containing about ten thousand pages of highly technical in-flight information.

Tornado made its appearance in the office just as the usual end of year alcoholic festivities were about to begin, so naturally a detailed look at the game was (ahem) postponed until the new year. Now the time



▲ Loud explosions rip through the night air thanks to your successful bombing run.

has come and I can put off the moment no longer. I'm about to delve into the manual, so don't hold your breath because I'll be back in about three days.

Wow! I'm back and I'm glad to say that all that cynicism was completely unfounded and unnecessary. Okay, to be honest, if you pick the Tornado box up off the shelf in your local games store, you'll probably wonder just what it contains as you sink to your knees under the weight. You guessed it, the glossy manual weighs in at an impressive 332 pages and there is an awful lot of reading to do before you can take to the skies.

On the good side though, the reading material is organised in such a way as to allow you to get off the ground without wading through the whole of the text first, and I hope I don't appear too bland when I say that it really does hold your attention and isn't too technical and boring. Anyway, let's just say that in a couple of hours I had mastered the rudimentary basics and was just about able to control my journey through the clouds (thank heavens for the auto-pilot).

Tornado is a completely serious and amazingly comprehensive simulation of the Panavia Tornado GR.4 Interdictor/Strike and F.3 Air Defence Variant aircraft (there you

are, I told you that I wasn't bland and boring). And if you're still in any doubt about the realism of the product, the programmers called in the Royal Air Force, British Aerospace and a number of RAF Tornado crewmen for advice during it's development. So then, loads of development time and expense, but with what success?

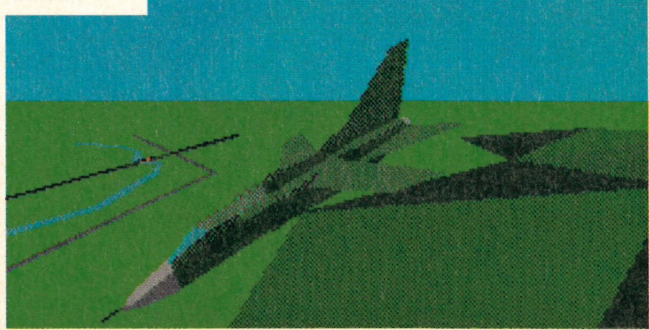
Up to scratch?

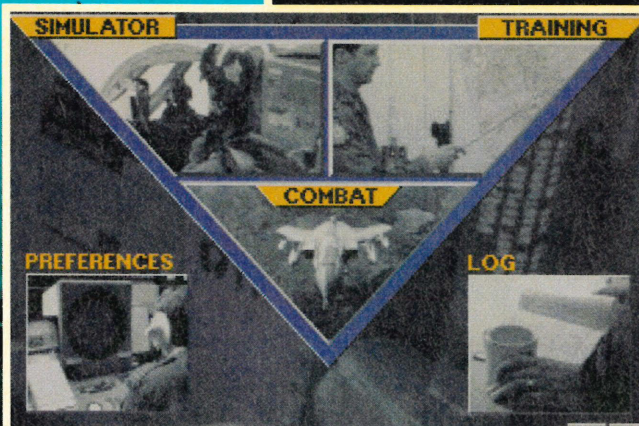
Well the first thing that always strikes you about a game is its actual look, and in the case of Tornado this compares favourably to the PC version and is very impressive indeed. The only problem with the graphics occurs as a result of the limitations of the hardware i.e. in order to achieve a vague approximation of realistic flight speed it is necessary to turn off quite a lot of the background detail first. This involves losing the top part of the cockpit head up display and therefore a little of the realism, but this doesn't pose such a major problem.

▼ If the urge strikes you, there's the option to watch yourself in flight.

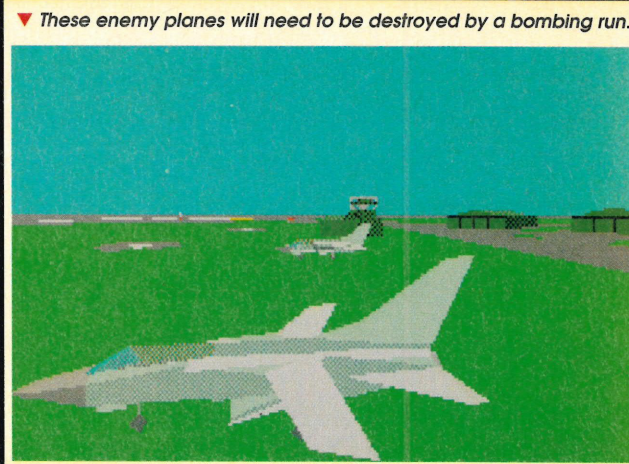


▼ The stunning 3D graphics show your Tornado in action.



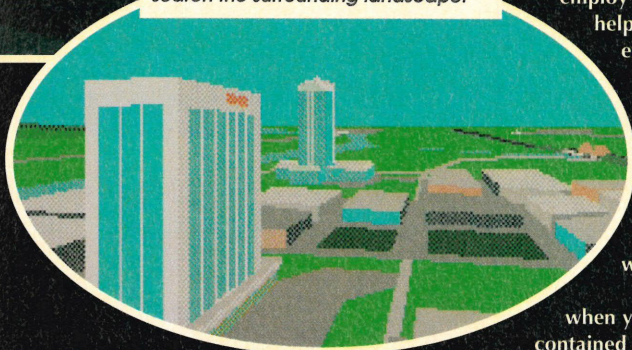


▲ Helpful menu screens such as this make Tornado very user-friendly.



▼ These enemy planes will need to be destroyed by a bombing run.

▼ The review option allows you to search the surrounding landscape.



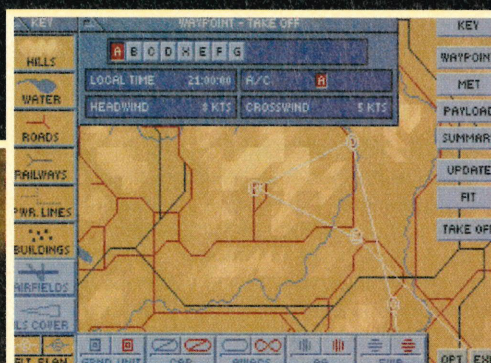
A major feature of Tornado is the view which can be selected from various vantage points of the plane. For instance, it is possible to look left and right out of the cockpit window, above your head for any sign of dive bombing attacks from enemy planes, down at your knees to read the information stored on your briefing notes and views are even possible from outside the actual plane itself. Visual delights such as these are not really necessary on the earlier flight simulator and training missions, but will prove

invaluable in the later, more complex scenarios.

The program is designed so that absolutely everyone can glean some pleasure from it. Complete beginners are served well by the excellent simulator tutorials, allowing them to learn the basic controls of the aircraft and various flying techniques to employ in certain situations (there is an extremely helpful and well written chapter in the manual entitled "Elementary Flying Training").

More experienced pilots may not need to spend much time with these sections though, and may wish to proceed pretty swiftly to the training missions and eventually the combat scenarios where you can plan your own missions and may even find yourself in charge of a whole squadron of Tornados.

The whole package is simply staggering when you stop to think just how much detail is contained and the amount of work that has gone into it's production, and there is every possibility that you will be playing Tornado for years to come (I know I will). I suppose "playing" isn't exactly the right word to use here though because to be honest, Tornado is more than just a game. "Flying" may seem a little over the top, but to be brutally frank,



▲ Planning your missions before taking off is an essential part of the Tornado experience.

it's a damn sight nearer the mark.

To get the most out of Tornado I would definitely recommend a hard disk drive to install the game, as disk swapping can become a bit tedious after a while.

An accelerator card to speed up the graphics is recommended by the programmers, but if you own either an A500 or A600 I would suggest that the accelerator card becomes an essential purchase. Unfortunately such hardware facilities do not come cheap, and non A1200 owners may be put off because of this fact.

THE LOW-DOWN

PUBLISHER: Digital Integration

CONTACT: 0276 684959

TEAM: In House

PRICE: £34.99

SCORING

GRAPHICS 91%

SOUND 84%

PLAYABILITY 93%

DIFFICULTY Tricky

For the serious flight sim enthusiast, Tornado is definitely a must. Everything about it simply screams quality. However, it is important to take into account the limitations of the hardware available. To be honest, although Tornado is a tremendous example of software design and programming, the need for the accelerator card must be taken into account. I'd like to score it in the nineties, but not everyone will have the hardware.

REVIEWED BY: Neil

SECOND OPINION

Probably the most realistic flight sim around, but unfortunately those who don't have an expensive set-up won't see the care and detail - in fact I recommend they don't try.

OPINION BY: Paul

OVERALL SCORE

85%

ACTION REVIEW STRATEGY



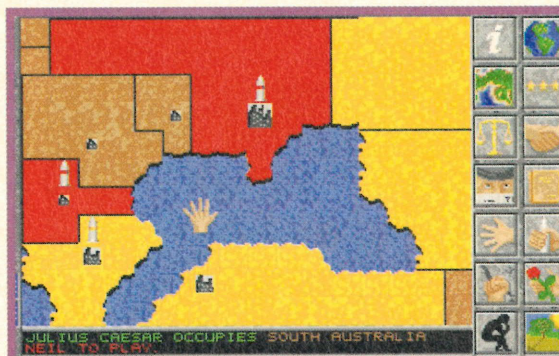
Gather your forces and take on the greatest world leaders of all time in the quest for supreme power.

GLOBAL DOMINATION

A criticism which is often levelled at strategy games is that they are extremely difficult to get into. Most gamers don't have the attention span or the patience to be bothered with ploughing their way through an enormous technical manual before being thrust into a game which they don't really understand. In some cases this is probably justified and strategy software has developed a sort of train-spotter image as a result.

Thankfully this doesn't apply to Global Domination from Impressions, which tries to bring the complex world of strategy entertainment to a broader cross-section of the public. The product by-line: "Conquest has never been so much fun!" smacks of a recently released extremely popular and controversial shoot'em-up, but there's no similarity between the two so don't get too excited.

Global Domination is a five player icon controlled game of luck and skill with the ultimate goal to become master of the world. If you're wondering how you're going to manage to get four mates together to play the damn thing don't worry, because any spare places around your TV or monitor will be taken by a selection of history's most ruthless



▲ Good old Julius may be making Australia his own, but he's no match for me in Southern Europe.

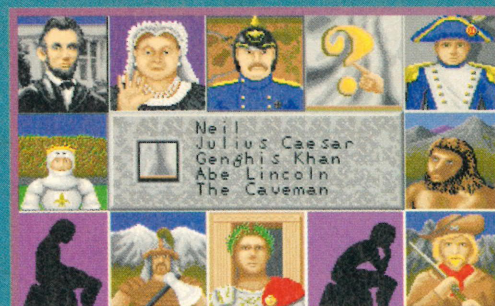
military leaders and dictators. Imagine pitting your wits against the likes of Gengis Khan, Julius Caesar and Napoleon. Well now is your chance and I suggest that you grab it with both hands.

Each player is put in control of a small number of territories to begin with, and then turns are taken to build and move armies, occupy unclaimed countries and wage war on neighbouring lands.

There are three main levels of difficulty to contend with, a simple game which introduces the basic skills of building armies and conquering your enemies' territories, a reduced complexity game

where underhand tactics are introduced to enable you to spy on your enemies and make pacts and alliances with your foes and a full complexity game where you have the opportunity to control the battles which are fought over occupied lands.

Global Domination is not graphically or sonically brilliant, but to be honest I really don't care. I've been playing it for hours now and after I've finished writing this I'll be going back for some more. What better recommendation can I possibly give?



▲ A motley crew of bloodthirsty despots. Queen Victoria waves and smiles cheekily.



▲ Plot your next moves on the world map which shows the extent of each player's current empire.

THE LOW-DOWN

PUBLISHER: Impressions
CONTACT: 071 351 2133
TEAM: In House
PRICE: £34.99

SCORING

GRAPHICS	61%
SOUND	59%
PLAYABILITY	89%
DIFFICULTY	Variable

Okay, so it's probably not the most in-depth or realistic strategy game available and there are certainly many others around which look and sound better, but I must admit that I'm hopelessly hooked. The constant ridiculing from Steve cannot put me off and the "anorak" jibes from Rachel are having no effect. A sensibly sized manual and helpful instructions make Global Domination just about the most perfect introduction to the strategy genre.

REVIEWED BY: Neil

SECOND OPINION

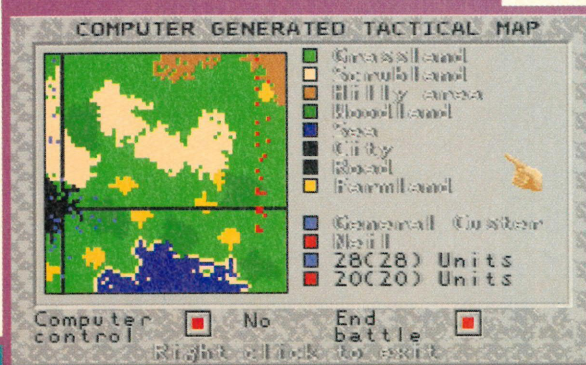
Neil was certainly transfixed by this one, as were most people who played it. May not look much but strategy fans will lap up this fine warfaring offering.

OPINION BY: Steve

OVERALL SCORE

84%

▼ More experienced strategy buffs may wish to play Global Domination at a more complex level.



WE'LL GIVE YOU THE EARTH...



but the Aliens will make you
pay a terrible price

UFO

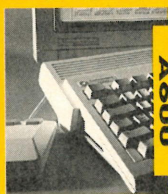
ENEMY UNKNOWN

COMMAND EARTH'S FORCES AGAINST THE ALIEN TERROR

MICROPROSE

FOR IBM PC COMPATIBLES AND COMMODORE AMIGA

ACTION REVIEW SHOOT'EM UP



A600

Enemy fuel tanks need destroying in order to disable the, er, deadly foe.

Speed of retreat is important, especially on air strikes, as your chopper is flying too low to avoid the fiery blast from below.

The shambling, underfed prisoners stumble to the chopper with nary a word of thanks. Bleedin' Ingrates.

The speedy scrolling landscape makes for a tricky but rewarding chase scenario.

Ground installations are usually heavily guarded, both by foot soldiers and largish gun-type things.

▼ No matter how fierce the enemy, there's always time to stop for a shiny new crop of missiles.

The icon to the right tells you which missile is selected, the one on the left indicates the strength of your shields and the middle circle is your radar.

Hey Paul – nice link mate.



SEEK &

It's about time we had a helicopter based shoot'em-up, isn't it? Isn't it?... Oh.

If I was a gambling man (and I'm not – Grand Nationals and the odd wager with my Dad over televised football matches are about as far it goes with me), I'd wager that most Amiga owners have at some time been privvy to a shoot'em-up whereby clambering aboard a so-called "whirlybird" and shooting the bejesus out of anything that moves is the order of the day.

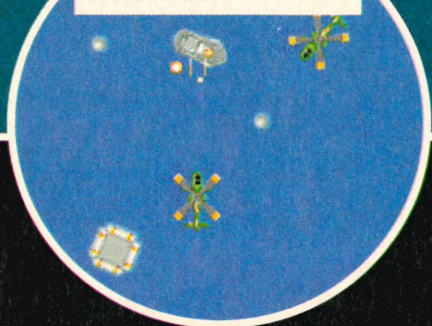
Indeed, I'm sure that a real betting freak (you've seen them, they hang around outside the bookies drinking extra strong lager at all hours of the day and nip inside for the races), would stake a couple of quid on the fact that a large percentage of you might even have seen two or three.

But has that deterred Vision Software from developing such a game? Oh no no no. And did Mindscape have reservations about publishing it? No indeed. And is this repetitive pattern of products good for the gaming public? Well in this case, actually... yes.

Historically incorrect

Having established that I'm no gambler, it's time for another revelation, and I must admit that helicopter history isn't a strong point either. I really don't know whether the Apache gunship is ultra hi-tech, ridiculously low calibre, fast, slow, big, small, Iraqi, American or Kuala Lumpurian, and frankly I don't care. You won't catch me wearing an anorak and peering over the perimeter fence of army bases. (But you might catch him wearing a quilted Virgin jacket when he thinks no-one's looking – Steve). All I know is that such a beast is your vehicle of war and that is enough for me.

▼ Two choppers against one puny dinghy with a water pistol? He doesn't stand a chance mate.



▲ Functional graphics they may be, but the sound is absolutely top notch and the playability excellent.

DESTROY

The game is split into dozens of missions and sub-missions, the aim being – gusp! – to seek and destroy the given personnel, facilities or whatever, as per your briefing and is viewed from above as you can probably tell from the lovingly crafted screenshots around the page. Oh, and one more thing – unless I'm extremely poor (which of course you aren't, oh no – Steve), it's pretty damned hard.

But I don't care

Vision have opted for a control method that falls somewhere between Desert Strike and Firehawk, the chopper controlled via a rotate and thrust method which sees the background move rather than the actual sprite, and which, after initial headaches and dizziness, works remarkably well.

Control is by the joystick or mouse and each have their own merits. Joystick control offers the obvious easy manoeuvrability, while the mouse method provides the necessary free hand to switch between the various weapons at your disposal from the function keys.

A novel kind of two player option allows one person to simply control the helicopter, while a gunner takes charge of the weaponry, and although most games benefit from the addition of a player, it is the frantic action of the one player game which provides the most thrills.

For the most part, the 500 aerial rockets provided at the outset of each mission will be your main source of ammunition, with unlimited use of the chain gun a reasonable back up for mopping up stray enemy soldiers and unmanned buildings. Interceptors and air-to-ground missiles theoretically take care of enemy aircraft and supervised facilities, with deadly napalm and even deadlier (but rare) air strikes for use in times of emergency or simple downright wickedness.

It wasn't long after I started playing that I began to form a number of critical questions regarding Seek and Destroy. Where was the save game option, where were the passwords and why weren't fuel and shields highlighted on the scanner? Apart from the fuel and shields gripe however, my criticisms were quickly vanquished as the addictive quality of the game took over.

Once the enemy has been engaged, there really isn't a second to waste, and virtually from the off it will take a lot of frantic finger pressing to come away in anything less than a body bag. Sampled speech is littered everywhere and more than makes up for the strictly functional graphics which, in all fairness, no doubt were a major factor in maintaining the speed of the game, even on a 600.

Though spartan, the graphics cover four separate locations and more than adequately demonstrate the numerous explosions you are bound to encounter.

It is on the third of these locations, the blizzard

levels, where even the most ardent shoot'em-up fan will begin to lose lives. If you get this far, then the chances are you'll go even further.

By this stage you'll be well and truly hooked on a game which, admittedly, cannot rival the mighty Desert Strike for sheer depth and detail, but runs it mightily close in the addiction and atmosphere stakes. Seek and Destroy has arrived with no fuss and little hype, an excellent blaster with lasting appeal for all. It proves that modesty isn't a bad policy sometimes, and that, proverbially, gameplay is always the important thing.

THE LOW-DOWN

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: Vision Software
PRICE: £25.99

SCORING

GRAPHICS	70%
SOUND	88%
PLAYABILITY	90%
DIFFICULTY	Tricky

The wraparound scenery is sparse and the graphics are the kind you might expect to find in a well programmed PD game, but like last month's Jet Strike, Seek and Destroy well and truly hits the mark in terms of excitement and addiction. The fickle (Steve, for instance) might suggest that more varied missions would elongate the appeal, but for me, the difficulty and rip-roaring destruction are enough for many a days play. Top class stuff from start to finish.

REVIEWED BY: Paul

SECOND OPINION

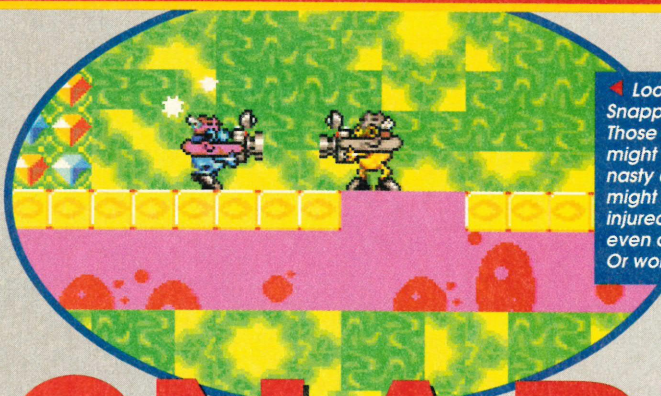
It all looks just a little too bland for me. It does play reasonably well, but it is far too similar to a Spectrum game to warrant much attention in my opinion. Sorry. (Told you – Paul).

OPINION BY: Steve

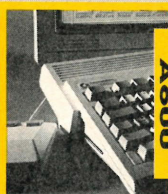
OVERALL SCORE

85%

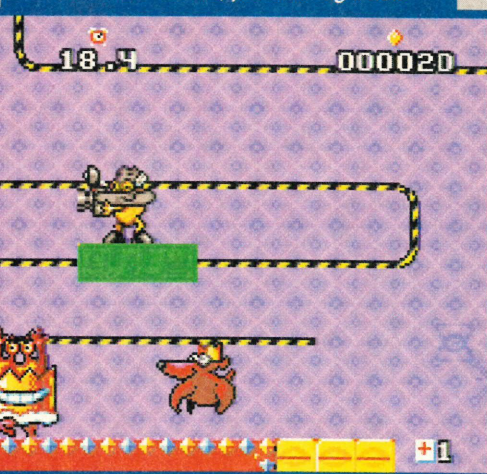
ACTION REVIEW PLATFORM



Look out Snapperazzi! Those blocks might turn nasty and you might end up injured, or even dead. Or worse.



Look out Snapperazzi! You might die for no reason at all. Of course, you also might not.



SNAPPERAZZI

What have I, what have I, what have I done to deserve this?

The world is a dangerous place you know. Organised gangs of child killers roam the streets of Rio disposing of what the government merely sees as an eyesore, while in Northern Ireland people fear for their lives every time a stranger walks into the local pub. The natives of the Middle East dare not oppose the religious and moralistic views of their leaders and Los Angeles batton down the proverbial hatches every time the issue of race is raised in the media.

Thankfully, this country (that's England, overseas readers) enjoys relative calm and most of us can walk out at night without too much fear of ambush or brutality. As you can imagine then, it came as a bit of a surprise when I was murdered while walking past a shop



Look out... er - snail! That bee up there might come down and sting you. Lummox.

in this Sun Newspaper video game extravaganza.

I'm not saying anyone jumped from the shadows and repeatedly knifed me in the throat, and I don't mean a silencer-muzzled pistol was thrust into the small of my back and the trigger pulled. I just died, like, for no reason at all. It must have been a mistake - perhaps there was a killer block that I failed to notice or something

I had another go. Dead again. And another. Dead. And another and another and another. No, there was definitely some unseen force killing poor Snapperazzi (the alien photographer charged with the task of "snapping" lots of people - from "lovelies" with big bristols to members of the royal family and to unknown "stars" who appear in the shape of, erm, a star) for no reason at all. At this point and by this stage I really wasn't surprised by anything because other annoyances had crept into the situation.

Basically, the colours are extraordinarily garish and make it difficult to tell what's going on half the time. The photographic targets seem to be in dispute with the written rules of the game as to exactly what reward is gleaned on successfully capturing their countenance on film, not to mention the fact that by this time I was inexplicably dying in other areas too. The sprites are badly drawn and the whole thing looks like a refugee from the early '80s.

Apart from that, it's, ah, not very good at all I'm afraid. Everything in Snapperazzi has been done many times before and far, far better. Several sub games salvage a small amount of respectability and these will probably please those who have been reckless enough to buy the game and are daft enough to want to play it through. But really, though it makes me weep to agree with Steve's preview slating, you want to be avoiding this.

THE LOW-DOWN

PUBLISHER: Alternative/The Sun
CONTACT: 0977 797777
TEAM: Mental
PRICE: \$19.95

SCORING

GRAPHICS	46%
SOUND	56%
PLAYABILITY	30%
DIFFICULTY	Variable

Sigh...

REVIEWED BY: Paul

SECOND OPINION

Now I don't want to be all smug about this, but I was right all along wasn't I? Snapperazzi is Doofus without the gameplay. Buy it at your peril, and may you earn better judgement if you do.

OPINION BY: Steve

OVERALL SCORE

34%

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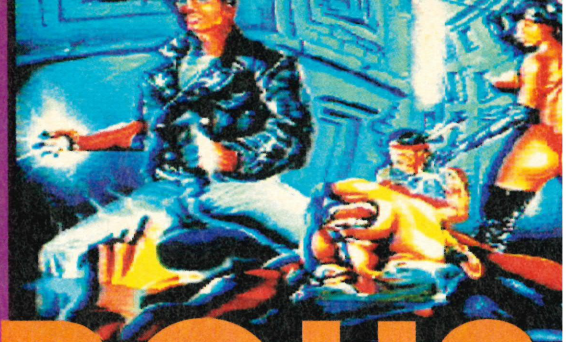
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Published By



ACTION REVIEW BEAT'EM UP



DANGEROUS

Flair kindly provide you with the facility to be brutally attacked without having to leave your own home.

Free software should never be sniffed at for the obvious reason that it comes completely gratis. It stands to reason then that there should be no complaints about Dangerous Streets, a beat'em-up which comes as part of the new CD32 package. Or should there?

Eight fighters are available to the player and there's an imaginative cast of combatants to choose from. Correct me if I'm wrong, but I can't think of any other beat'em-ups which allow you to kick the hell out of a Swiss lorry driver, an Italian disc jockey and an English catwalk supermodel.

A lot of people will gain a great deal of satisfaction from seeing the likes of Naomi Campbell (why is she always in the papers? Who cares who she's going out with or what her mum looks like? Surely she's just a walking clothes horse who never eats anything) and that bearded bloke from Black Box come a cropper, but this doesn't excuse the fact that Dangerous Streets is pretty turgid stuff all round.

The joystick doesn't cause too many problems which is one plus about the game, but then all the fighters' special moves are accessed by simply holding down the fire button. Understandably this makes playability very simple,

and while young children may find such ease of gameplay to their liking, I am extremely dubious about the potential lastability of Dangerous Streets for other people. After all, one of the big selling points of games such as Street Fighter II and more recently, Mortal Kombat, is the fact that all the fighter's special moves can only be accessed by a complex series of joystick

movements. This means that the gamesplayer learns to use each fighter's full pugilistic repertoire, and the bouts don't just descend into a minute and a half of constant special moves.

Stomach ache

Maybe I could stomach Dangerous Streets a little more if this was the only problem, but unfortunately it isn't. The backgrounds are multi-layered, interesting and colourful, and they certainly scroll smoothly enough, but when the fighters reach the edge of the backdrops, they have this annoying habit of half-disappearing from the screen. This can be exceptionally annoying in the middle of a fight and it's not all that rare to find yourself stuck in the corner and unable to escape from the blows which are raining down on you.

I feel I must point out at this juncture that although you are able to walk left and right, the joystick directional control does not allow you to duck or leap out of danger. Your only option is to attempt to fight back as violently as possible in the hope that you can catch your opponent off guard for an instant, and while this may appeal to some, there can be little excuse for not including the chance to act in a more cowardly "cover up and runaway" fashion.



▼ The advantage of being fat is that you can conceal a small friend in your string vest.



▲ Choose your fighter from the array of strange and improbable characters on display.

As far as the good points go, there is the interesting array of fighters to choose from, which I mentioned earlier, the CD quality up-tempo tunes and an option to increase or decrease the speed of the fighters, depending upon your personal choice.

Unfortunately these pluses don't go far enough to cancel out the many inadequacies which afflict Dangerous Streets from the outset, and I think it would struggle as a commercial product standing separate from the CD32 package. Don't get me wrong, I'm not usually one to look a gift horse in the mouth, but this is a particularly ugly nag.

THE LOW-DOWN

PUBLISHER: Flair
CONTACT: 0661 860260
TEAM: Micromania
PRICE: Part of CD32 bundle

SCORING

GRAPHICS	72%
SOUND	80%
PLAYABILITY	51%
DIFFICULTY	A Cinch

All I can say is that Dangerous Streets reminded me of a very poor relation of Body Blows Galactic, something in the line of an illegitimate offspring. I would find it very difficult to recommend the game to anybody. However, the fact that you don't have to pay for it directly dampens the disappointment a little, but this isn't really the sort of product which helps show off the CD32 to its best potential. I think that we all deserve better.

REVIEWED BY: Neil

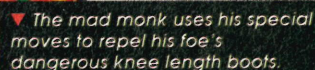
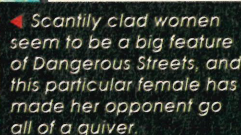
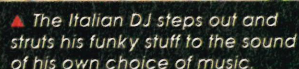
SECOND OPINION

Very nice soundtrack and very little gameplay. Wouldn't it be nice to combine the two for a kind of ultimate beat'em-up? Maybe next time eh?

OPINION BY: Paul

OVERALL SCORE

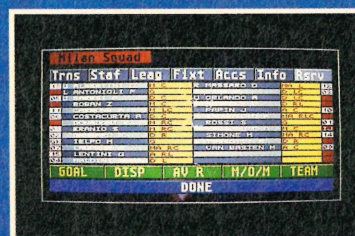
53%



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GOBLINS 3

It's taken three attempts and a change of publisher, but those Gallic gobblers have finally got the spelling right. Gameplay's OK too...

Goblins, more goblins and even more goblins than that! They're everywhere. Under the beds, in the ships, in the caverns... you name it, they're in it. The original brainstorm from Coktel Vision flooded the games market with resounding success and *Goblins 2* followed close on its heels. Based in a puzzle environment, the adventure style graphics provide the thinking skills often demanded in games today.

For the third part of the trilogy you are plunged into a frenzy of cartoon-adventure brimming with hilarious gags. Set in a fantasy land containing many strange creatures of different races you find yourself controlling talented reporter, Blount, from the "Goblin News".

Family jewels

But before we go any further, let me set the scene. The much-admired "Jewel of the World" in the heart of the Foliandre Maze (you need to be a goblin to understand the intricacies of this world) has, since the first goblin hatched, been every sprite's desire. Each goblin has desperately wanted to be the honoured one to actually conquer the Labyrinth in the deepest depths of the Mountain Foliandre.

The promise of an eternity of pleasure for its owner has tempted many a goblin in the past to attempt the quest, but none so far have conquered

▼ He's seen her – he's in love – he's set on the quest.



it. Consequently both Queen Xina and King Bodd are in constant competition to get their mitts on it. If this isn't enough the guardian of the Labyrinth, Bhorn, has unexpectedly died leaving his beautiful daughter, Wynnona, rightful heir to the guardian of the Labyrinth. The whole goblin nation has caught onto the quest and so has the infamous reporter Blount, who is also incidentally caught up with the beauty of Wynnona.

With the ultimate aim of getting interviews from the rival monarchs the journo sets off. He too is up against the odds though. Having been previously savaged by a wolf, he finds himself left with a double personality – half-goblin and half werewolf. Let the



▲ As gormless as Chump might appear, he is invaluable to the mission and there are times when plucking him out of difficulties is needed.

adventure begin...

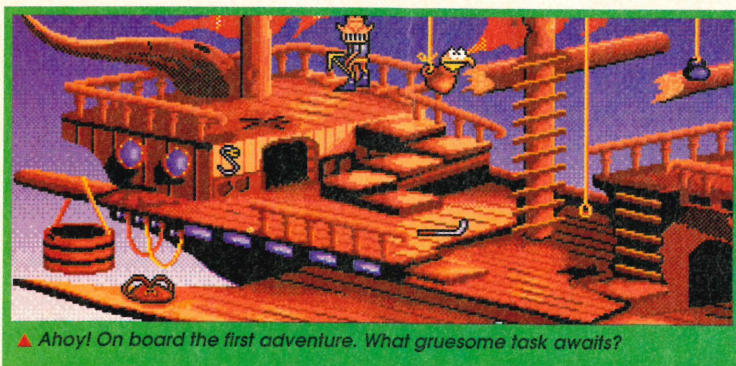
The first scene sees Blount on a flying ship, this has unfortunately been battered by rocks and is soon to disintegrate. This

places Blount in his first dangerous position. You need to get him off the boat to safety. As with every adventure there is a flaw in the tale. His ever-ready pet chum, Chump, has been cruelly gagged and deserted, and it is Blount's responsibility to free him so that he can take him with him on his travels.

Various objects around the screen are highlighted when the mouse pointer passes over them and it is up to Blount to collect them. Of course this is not a piece of cake and there is often a puzzle to solve before the objects are released.

Loose screw

The first puzzle Blount is presented with is a coin which is used as a screwdriver. This leads to Blount tracking down an umbrella which plays a significant part in escaping from the boat. Directly above the screen there are a row of icons which allow the player to call up a location map, read the Goblin News which will inform you of your task and use jokers which will clue you up on your present level.



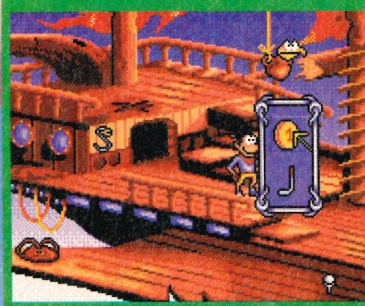
▲ Ahoy! On board the first adventure. What gruesome task awaits?



♥ It seems that Blount is losing to Hercules in his mad battle to free poor Wynnona.



♥ As the game goes on so does the size of the itinerary.



THE LOW-DOWN

PUBLISHER: Sierra
CONTACT: 0734 303322
TEAM: Coktel Vision
PRICE: £34.99

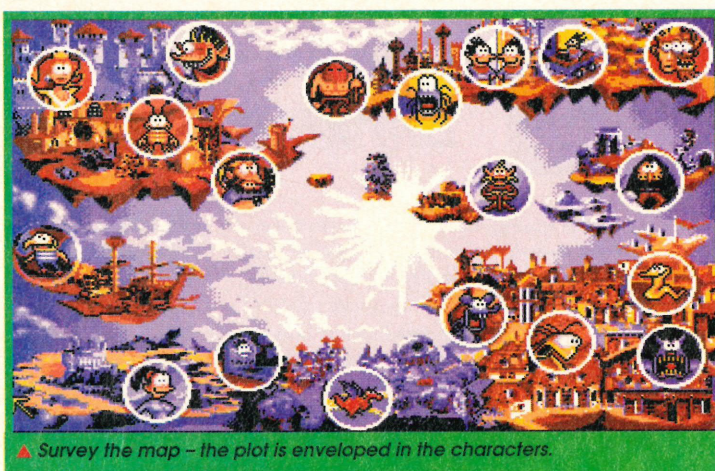
S C O R I N G	
GRAPHICS	82%
SOUND	83%
PLAYABILITY	79%
DIFFICULTY	Tricky

It's not the wisest move to use the readily available jokers though, as they are limited in supply and should only be used in the most extreme circumstances.

Each level has its own individual puzzles that progressively increase in difficulty as you move on. The further into the game the player gets, the more animated other characters become, adding more varied and exciting puzzles to solve.

A few of the levels have extra locations within them. This simply means that to solve the puzzles in one screen, Blount may have to enter another so that he can collect clues and visa versa. Passing the mouse pointer over the screen highlights exits to other doors. (Always handy that – Paul).

The game is at the end of the day a point-and-click. To use objects on items you must access Blount's inventory (which he is constantly adding to) by clicking the right mouse button. Once you have selected an item a message at the bottom of the screen instructs you on what to do with that item. As



soon as you find the right movement for that item the game gets moving.

This third version of Goblins is thoroughly amusing with pretty intricate puzzles. The characters' movements are thoroughly animated and at times extremely amusing. If the player dares to keep Blount or his friends waiting, faces are pulled, feet are tapped and general bad habits of that particular sprite are displayed. Certainly an addictive addition to the Sierra stable.

This is a game in a category of its own. Much in the same way as Goblins 2, Blount can be encouraging, cute, funny and even rude. However, this most recent version of Goblins is a vast improvement on the puzzles we were previously presented with. The levels are more complex, and although it all gets rather frustrating at times, the characters have consistently remained attractive and make Goblins 3 an appealing puzzler.

REVIEWED BY: Rachel

SECOND OPINION

I don't mind putting on my thinking cap occasionally, but this kind of thing turns my brain into spaghetti. It doesn't make sense! Now where's that quiet corner...

OPINION BY: Paul

OVERALL SCORE

84%



▲ Hidden somewhere within this treasure map are jewels beyond your wildest dreams.



▲ Spectacular intro sequences were once the only thing the CD had to offer. Not anymore.



▲ Plenty of haharrs can be found within the walls of an authentic pirate watering hole.

PIRATES! GOLD



▲ You can assess your progress quite easily through this handy screen.

Life as a pirate is not all romance, thieving and drinking. Or is it?

I always find it strange that life as a pirate is now revered and even in some cases fantasized about. I blame Errol Flynn myself. I'm not sure whether he ever appeared in any piratey films, but I didn't like that Robin Hood effort he was in so he is as good a person to blame as anyone. All those epic movies in which the gallant swashbuckler sinks a few ships, fights a few duels, ends up running away

with the supposedly attractive daughter of a rich man against the wishes of her father and sings a sea shanty or two have obviously taken their toll and given the lifestyle of a pirate a somewhat rosier image than it deserves.

If this is the case what does the future hold? Joyriders! Gold, The ram-raiders of Time? It really doesn't bear thinking about. Anyway, the fact



Swordfighting ▶ is a major element in *Pirates! Gold*, and one of my own favourite parts.





"Sail ho!" The lookout reports a sail on the horizon. "We're in English waters," the master reminds you.

Investigate?
Continue our voyage?

▲ Spy a sail on the horizon, investigate further and choose to attack or run away.

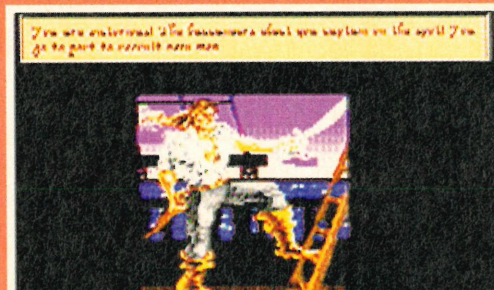
Get well on top in a swordfight and with any luck he will cut his losses and surrender his ship to you and your crew.

you have amassed enough, as it helps to keep them happy and of course loyal to you and your cause.

Most of the action takes place, as you would expect, on the sea. You sail around the world visiting exotic cities. Quite often your look-out will spy another sail on the horizon. This gives you the opportunity to enter into a battle situation.

Alternatively, if you are nothing but a cowardly dog you could simply hail them for news, or even if you wished, just sail away. If you do choose to attack you would be wise to investigate a little further before you engage in battle. For instance, if you are of an English heritage it would be unwise to attack ships of

A
AMIGA ACTION
ACCOLADE



▲ There is loads of room for nice still pictures throughout.

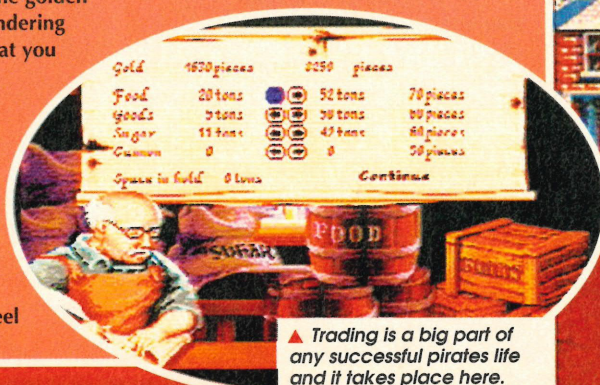
remains that people do think of it in that way and therefore they want to be part of any entertainment based around the period, and that is what Pirates! Gold provides. I cannot claim to have first hand experience of being a pirate, but I imagine that it wasn't a great deal different to this.

The action takes place in various famous historical periods and at the beginning you can choose which one you want to enter. I have to admit that none of the dates meant anything special to me, so I can't really say whether historical accuracy is a positive feature or not, but my advice to you would be to ignore it completely and just immerse yourself in the game.

Scuppered

You start off as a lowly member of the crew of a ship which is attacked by another ship. Your captain is killed and the members of the other crew begin to board your vessel. This is your big chance. If you can defeat the opposing captain then you will be elected captain of your ship and be given the golden opportunity of sailing the seas, plundering and destroying any ship or town that you come across.

If you manage to do this successfully you can visit raucous harbour towns for rest and relaxation, as well as a chance to visit a few pubs and most importantly, restock your ship for another exhibition. You should also divide up your plunder between the crew whenever you feel



▲ Trading is a big part of any successful pirates life and it takes place here.

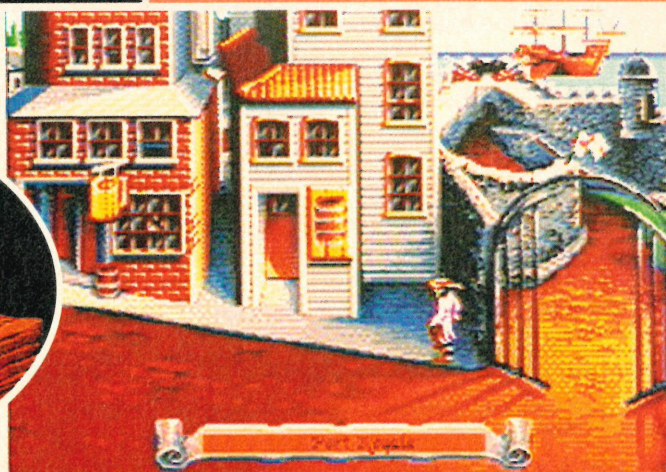
▼ A battle is raging. You loose off another volley at the ship and hope it hits.



your own country. You can find out by looking at the flag atop the pole on the other ship. If it is French, Dutch or Spanish it is up to you whether to attack or not, a major factor in your decision being whether your country is at war with theirs or not, and if it is flying the infamous Jolly Roger you will know its intentions are less than honourable.

The sea battle is one of my favourite aspects. Skilful manipulation of the sails and wind direction are required to bring your guns to bear on the enemy and loose off a round from your cannons. The number of crew left on each ship should be closely monitored, as when the number is significantly in your favour it is time to ram the other vessel and engage in swordplay. Win and you can choose to either send a prize crew over to the other vessel and keep her, or simply nick everything available and sink it. The choice is yours.

The swordfighting sections are also excellently executed. They consist of a simple beat 'em up sequence in which you and the other captain go at it hammer and tongs with either a rapier, a longsword





▲ Many a tall tale is told in the tavern. No doubt the bartender is used to such things and takes them with a pinch of salt.



or a cutlass. I'm not sure whether your favoured weapon actually affects things or not, but seeing as I was a big Captain Pugwash fan I always go for the cutlass myself, and have had no amount of success I can tell you.

There are the usual fencing defensive moves such as parry and all that, but there is nothing quite like a bit of the old thrust and lunge to warm you up. Score a hit and your foe's shirt turns red for a second, indicating the fact. Score a few and the tide will hopefully begin to turn in your favour.

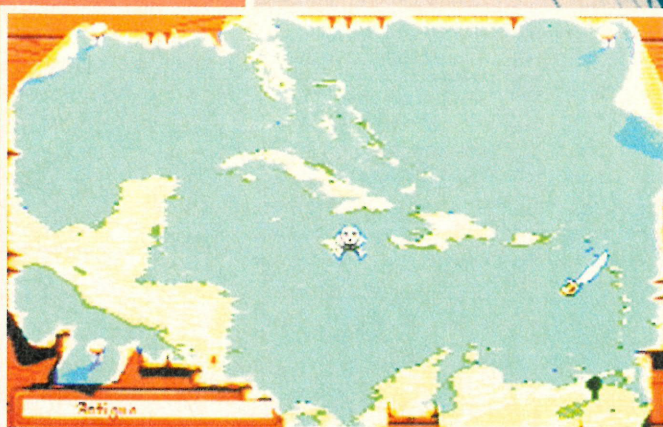
Your progress is monitored through a diagram of your face at the bottom of the screen. A

grimace will indicate that things are not really going your way and drastic action is required if you are to avoid seriously staining your green silk shirt, not to mention your trousers. A smiling face informs you that your fortunes are slightly better and you can relax a bit. Victory will force the opposing commander to his knees with a cry of surrender. Great stuff!

Tough trading

The game is not all about fighting though. Trading also plays a big part, and while not being as complex as it was in say, Frontier or even 1869, it serves its purpose and certainly helps to build up your booty.

This is probably for me, what makes Pirates that little bit special. It combines so many different gameplay elements, and while not doing any of



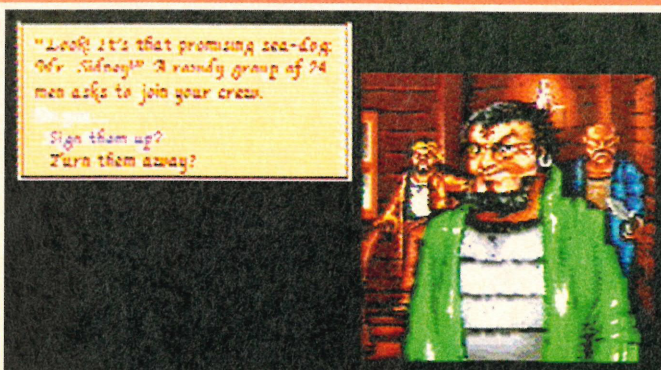
▲ The game takes place on an authentic map of the world. You must sail your ship successfully to many varied locations.

them spectacularly well, they are all better than average. When you combine them they come together amazingly well to form what I can honestly say is my favourite strategy game of all time.

This game would not be complete though without the option to search for buried treasure. Purchase a map from particularly shady individuals who can be found in pubs around the world and you're off. Sail to the particular area, study the map and send a landing party off to conduct the dig. If you have found the right place and the map was genuine, you will discover wealth beyond your wildest dreams, and no doubt many of you have some pretty wild dreams.

You will just have to trust me when I say that I have barely scratched the surface as far as this game goes. There is far more to it than you could ever describe in such a short space. Much of what you discover comes only through playing the game. In certain instances this is annoying as it can be a bit of a hard slog fighting your way through a game in which you are not entirely sure of what you are doing, but Pirates! Gold is really a lot of fun to play, right from the start.

If climbing the social ladder, marrying a governor's daughter and generally causing total mayhem around the globe is right up your street then you really cannot go far wrong with this yo ho ho and a bottle of rum game.



▲ Become successful and even more salty seadogs will be fighting to join your illustrious crew.

THE LOW-DOWN

PUBLISHER: MicroProse

CONTACT: 0454 326532

TEAM: In House

PRICE: \$29.99

S C O R I N G	
GRAPHICS	84%
SOUND	92%
PLAYABILITY	90%
DIFFICULTY	Spot on

Pirates! Gold is a vast game of epic proportions, which contains so many different gameplay styles it is difficult to categorise the game at all. It sits nicely in strategy because of the trading and social climbing aspects, but don't let this put you off. There is something here for everyone no matter what their particular favourite games are, and in my eyes it is an essential purchase. Now if you'll excuse me I'm off to hire a boat and head for the high seas.

REVIEWED BY: Steve

SECOND OPINION

Ha Ha me hearties, this is a fine beauty of a game. I'll be off down ye olde pawn shoppe later to trade in me wooden leg for enough pieces of eight to purchase this little beauty.

OPINION BY: Cut-throat Jake

OVERALL SCORE

90%

ACTION REVIEW PLATFORM

Revamped, remodelled and re-released in all its budget priced glory. Team 17 bring you the return of the Assassin.



Amiga 600

Assassin hangs suspended from the ceiling as a man in a welding mask bids for the title of most unaware baddie of all time.



ASSASSIN SPECIAL EDITION

Every successful software house should be able to take a glance at their back catalogue of releases and pinpoint the games which played a vital part in establishing their reputation. Team 17 have such an impressive history of top quality releases behind them that they may find it more difficult than most to determine the exact moment when their fortunes turned irreversibly upwards.

Assassin can possibly be cited as one of the main reasons why the boys and girls from deepest West Yorkshire command such high levels of esteem and respect amongst us gamers, although personally I wasn't a big fan of the adventures of the boomerang throwing hero. An Amiga Action rating of 91% certainly goes to show that some people were more than impressed though.

Now in 1994, Team 17 have decided to give Assassin the Alien Breed treatment, and a special edition of the game with a few changes made here and there has been released at a budget price.

The plot to the original game remains the same, with Midan, the evil tyrant, waging war on a nation of innocent people from the safety of his underground lair. You must guide a lone assassin through a number of levels (17 in this new version), shooting the baddies and collecting bonus points and power-ups as you go.

Renewed weaponry

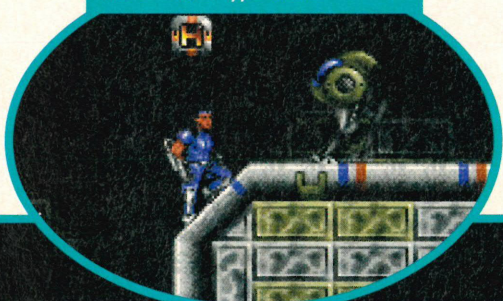
A number of changes have been made to the game for its budget release, most notably regarding the weapon which the assassin has at his disposal. Gone is the deadly antipodean boomerang of death (one of the features which didn't endear me to the original), to be replaced by a new arm-mounted "pulse laser" gun affair.

I must admit though that I found this particular change the most agreeable of the lot. Although the hero sprite has been altered, and quite a few new features such as a revised bonus scheme and hidden "continue" coins have been added, I still must admit that I have a pretty non-committal feeling about the whole thing.

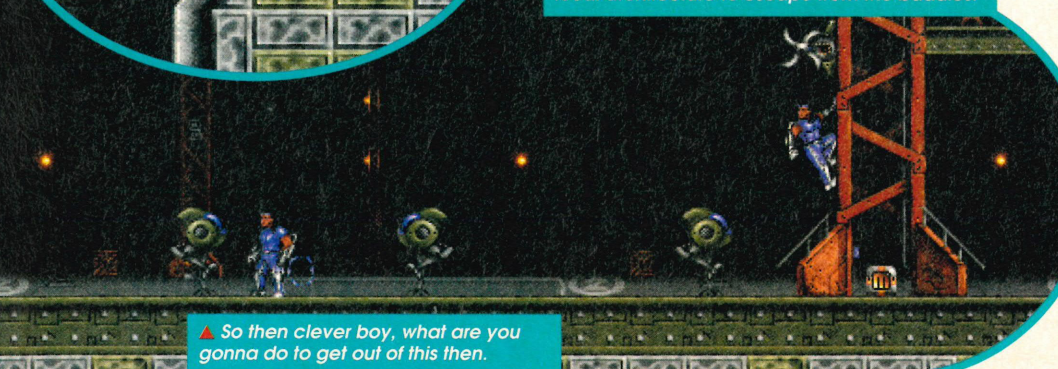
The original undersold somewhat, but I have few reasons to doubt that this will perform admirably in the budget charts. All in all it's not a game which I can get really over-excited about, but the score does reflect its undeniable quality.

If things get too tough down on the ground, there's always the option of scaling a bit of the local architecture to escape from the baddies.

The Assassin comes face to face with a Walker type droid.



So then clever boy, what are you gonna do to get out of this then.



THE LOW-DOWN

PUBLISHER: Team 17
CONTACT: 0924 291867
TEAM: In House
PRICE: £10.99

S C O R I N G	
GRAPHICS	77%
SOUND	83%
PLAYABILITY	79%
DIFFICULTY	Variable

Assassin is without a doubt one of those games which just about everybody has got an opinion about. Some people love it (Paul and Rachel), some people loathe it (Steve, surprise, surprise!), but a few of us have no feelings either way (me), hence the fair-to-middling score. What I am impressed with though is Team 17's habit of revamping their games before releasing them in budget form and this fact deserves praise above all else.

REVIEWED BY: Neil

SECOND OPINION

I was a big fan of the vastly underrated original, and since this is more of the same but better, I'd have to be daft not to like this too. And I'm not. Daft, I mean.

OPINION BY: Paul

OVERALL SCORE

80%

ACTION REVIEW RACING

Fancy your chances against Hill, Prost and Schumacher? Then take to the track with a little help from F1.

F1

After the raging success of Skidmarks here at Amiga Action, there is little doubt that any racing game worth its salt is going to have to make quite an impression on us all if it is to get anywhere near the same score. Domark's new release, F1, therefore has quite a stiff challenge ahead of it in order to work its way into our affections in the same way that good old Skidders from New Zealand did. (Woffling git – Paul.)

So then, F1, how does it bear up?

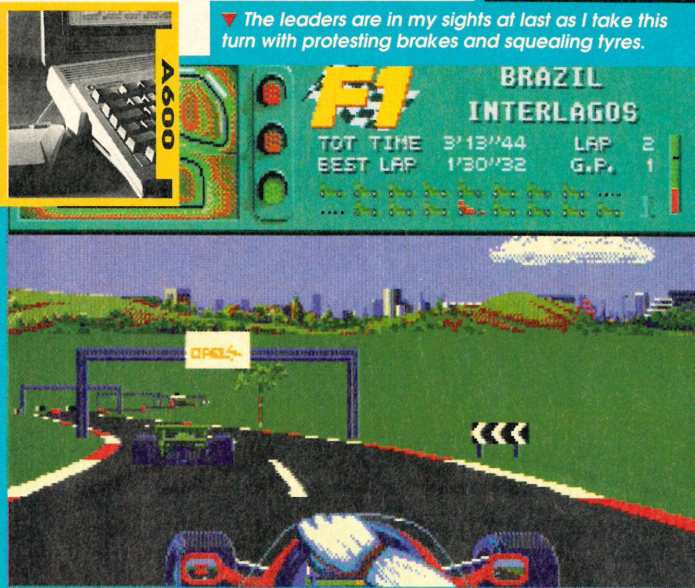
The fact that the game has been endorsed by the FIA Formula One World Championship immediately puts everything into perspective. I suspect that this particular licence was not handed out willy-nilly by

such an influential sporting body, so it would seem safe to assume that F1 is a class product indeed.

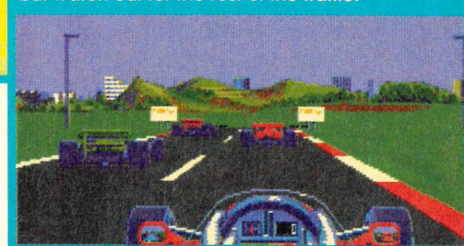
I'm a great peruser of the information contained on the back of the boxes which games come in, and while I'm waiting for the Amiga to perform its disk reading function, I usually take a gander at the screenshots which invariably lurk there. I don't know about you, but I tend to get very annoyed with the phrase "PC screenshots shown". Just what are they trying to hide eh?

Well anyway, the first thing I noticed in the case of F1 was a red text box with the legend "Important Notice" staring me in the face. "Ey up" I thought to meself, "just what's goin' on 'ere then?". Reading on

▼ The leaders are in my sights at last as I take this turn with protesting brakes and squealing tyres.



▼ Accelerate wildly as you enter the straights, but watch out for the rest of the traffic.



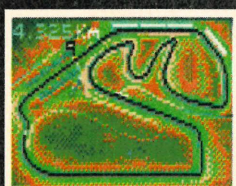
© SKY SPORTS

I was informed that: "An early version of this game has already appeared as Vroom Multiplay."

Everything was becoming clear. The excellent Vroom of a couple of years ago has been enhanced and has returned to fight for the title of the best in-car racing sim. Nigel Mansells beware.

To be perfectly honest, F1 looks and plays exactly the same as the original Vroom, which is

Tracks of my Tears.



Brazilian G.P.



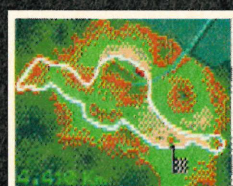
San Marino G.P.



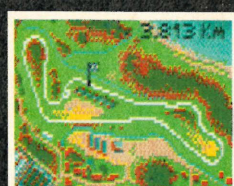
Spanish G.P.



Monaco G.P.



Canadian G.P.



French G.P.



British G.P.



German G.P.



Belgian G.P.



Italian G.P.



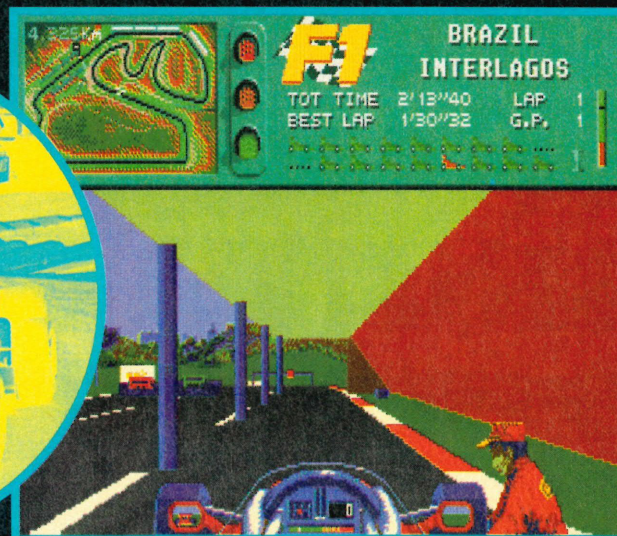
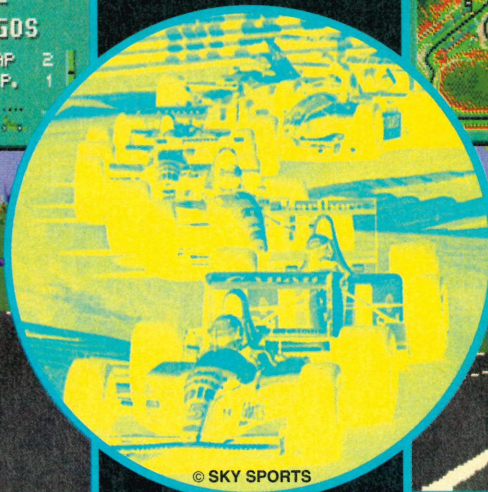
Australian G.P.



Portuguese G.P.



▲ Oh dear! It doesn't seem to be this difficult when I watch it on the telly. A few more practice laps are required I feel.



▲ Pit stops play an important part of each race, with fuel needing to be taken on board and tyres changed.

obviously a bit disappointing. The main difference between the two games comes in the form of a two player option where you and a friend can race against each other (and all the other drivers) thanks to a split-screen effect. Vroom was only able to offer this facility via a computer link-up, so you'd think that this would be a definite improvement. Unfortunately I wasn't impressed.

Okay, there was no loss of speed and no doubt this was only achieved by an extremely complex programming routine, but I found that the split-screen made everything too small for my liking and a lot of the in-car "realism" was lost as a result.

Souped up

The word "unfortunately" seems to be cropping up fairly regularly in this review, but I'm afraid it can't be helped. On a brighter note though, F1 is packed with loads of features, there are 12 extremely taxing reconstructions of circuits to race and a souped up "Turbo" mode where you quite literally fly around the tracks. The superb sound effects go a long way to helping recreate the speed and noise of Formula One

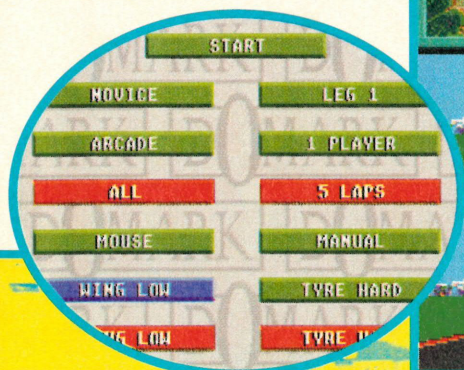
cars, and I was particularly impressed by the sound made when zipping past the solid structures which border the tracks. There's also the usual pit stops and tyre changes which are necessary to stay in contention, and all the real Formula One drivers are included along with their own unique personalities and driving styles.

The only drivers who seem to be missing are Ayrton Senna and Eddie Irvine. Presumably Senna had to be left out because of licensing commitments elsewhere and Irvine wasn't included because he's only a fairly recent addition to the pool of Formula One drivers. This really only bothers me because I wouldn't mind seeing the two aforementioned drivers engaged in a bit of a scuffle in the pit lane at the end of each lap.

To say that F1 is not an excellent game would be grossly unfair. It's far superior to Nigel Mansell's

World Championship, which is probably its nearest rival in terms of looks and gameplay, but no matter how hard you try you can't get away from the fact that F1 is basically Vroom with a two player option and little else.

▼ The two player option allows split-screen racing to take place without any loss of speed whatsoever. Impressive eh?



THE LOW-DOWN

PUBLISHER: Domark
CONTACT: 081 780 2222
TEAM: Lankhor
PRICE: £25.99

S C O R I N G	
GRAPHICS	85%
SOUND	89%
PLAYABILITY	90%
DIFFICULTY	Variable

If you don't already own a copy of Vroom then go ahead, get out your wad and treat yourself to what is probably the fastest, smoothest and most realistic in-car racing sim available. The other advice I can give to readers before they buy this game, is to read the back of the box very carefully indeed and think extremely hard before making a decision. I do care deeply about every single one of you and I wouldn't want you to be disappointed.

REVIEWED BY: Neil

SECOND OPINION

Like the man says, its Vroom with a two player option. Vroom was a damn good game though, so why not check it out if you fancy a speedy race.

OPINION BY: Steve

OVERALL SCORE

80%

ACTION REVIEW

CD32 SPECIFIC



SENSIBLE SOCCER

So, Sensible Soccer has come out on the CD32 has it? Well obviously it has or you wouldn't be reading this now would you? It is bound to bring cries of rage from the thousands of joypadphobic Amiga owners who are too scared to use a directional pad, but they have been appeased by the facility to use a joystick.

The game is entirely identical to its computer counterpart in every way with the only real difference being the one highlighted above. I actually prefer the joypad control now, and although it takes some getting used to for those not well versed in D-pad technique, there is a lot to be said for it.

Within no time you will be scoring breathtaking goals and controlling the players with all of the fluency and naturalness that you always did.

Sensible Soccer has long been a firm favourite in the office, even managing to see off quite a strong challenge from Dino Dini's more recent Goal!. Therefore it is always



▲ Jam packed with options and highly involving gameplay this is an absolute must.

good to see it appearing on new formats and giving newcomers an opportunity to indulge themselves in the finest footy sim available.

This is a spectacular game no matter what the format, and I am envious of anyone who has never encountered it before and is therefore new to it.

SPORTS SIM

PUBLISHER: Renegade
CONTACT: 071 481 9214
TEAM: Sensible Software
PRICE: £25.99

- In this case the box is quite irrelevant.
- But unfortunately I have to fill the space
- The CD format makes no real difference.
- Sensible Soccer is as good as it ever was.
- It loads much quicker too. I'm going to make Paul get rid of this box, I hate it.

REVIEWED BY: Steve

ORIGINAL SCORE

90%

UPDATED SCORE

90%

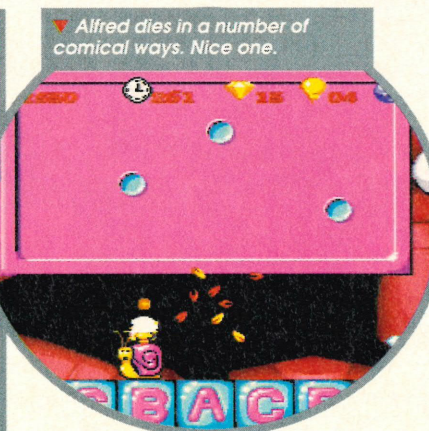


▼ Looks a bit cold out there. Glad the loading time's quicker.

ALFRED CHICKEN



▲ Oh to be free, muses Alfie, as he strains at the confines of his modern bird cage.



▼ Alfred dies in a number of comical ways. Nice one.

The Alfred Chicken character was surrounded by masses and masses of hype for months before it ever came to light on the Amiga. This was probably the most well executed piece of marketing that the computer games industry has ever known. Unfortunately, the game just didn't match up, in terms of gameplay at least.

The animation was highly comical and plenty of loud guffaws could be heard emanating from the

vicinity of anyone who was playing it, but it was all too limited. The graphics were far too sparse, with plain backgrounds and the occasional object thrown in for good measure, while the gameplay was just not varied enough to keep anyone interested for a serious length of time.

The CD32 version fares little better being, as far as I can tell a direct port of the original. Not a bad game though, just not particularly good.

PLATFORM

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: In house
PRICE: £25.99

- Better all round CD sound.
- Smoother gameplay.
- Easier to load without disk swapping.
- Tricky to control with joypad at first.
- Sadly though, it's still very much the same old "not bad" game.

REVIEWED BY: Steve

ORIGINAL SCORE

74%

UPDATED SCORE

76%



FOOTBALL MASTERS 4

VERSION

Quite simply the best Football management game for your computer.

We have served thousands of satisfied customers during our 4 years of trading. Over 10,000 man hours (during 5 years) has been dedicated to the production of this constantly improving game. It is one of the most realistic and accurate representations of a professional football managers annual challenge to tactically out wit and conquer every opponent.

Managers : 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with.

League & Cup : Premier 22 teams, Division 1, 2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory.

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players : Real life statistics reflecting the stats of 70/74 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club : Sponsorship, Ground improvements, View opponent, Finances

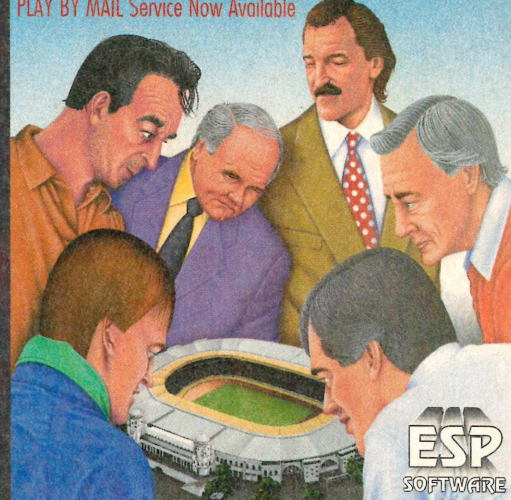
The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus : Over 100 other meticulous refinements impossible to list here.

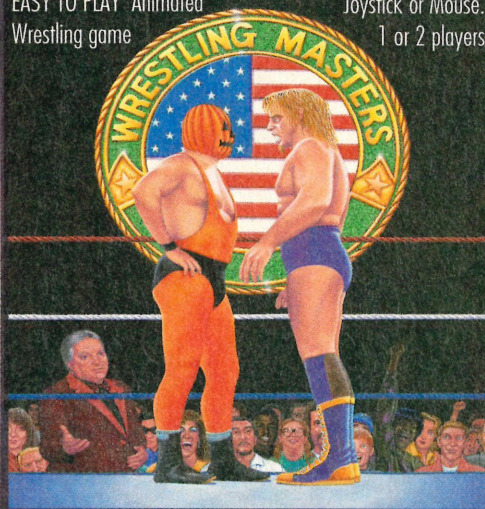
Editor : Allows you to amend various items in saved games. £12 Extra

Scottish : Dedicated version details available upon request.



EASY TO PLAY Animated Wrestling game

Joystick or Mouse. 1 or 2 players



CRICKET MASTERS

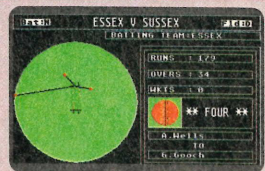
This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.

• Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.

- 3 Barring/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired.
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.



STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

Open National Tipping Competition 1991 : Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public. **Winnings Statistics :** 104 wins out of 166, as from 2/6 to 1/9/93. **Formula :** This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments! **Research & Development :** Three years full time race analysis and experimentation to refine and test the prediction system. **Inside Knowledge :** Plenty of unique hints from contacts in the know. **User Friendly :** No racing knowledge required, easy to use, tutorial book. **Restricted Sales :** As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers. **Monthly Updates :** Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25. **Price Increase :** Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

GAME OPTIONS

- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION

- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS

- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY

- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.



FRIENDLY CONTROLS

- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS

- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.



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ST 512K D/S	A A
ST 1MB	PRICE
AMIGA 1MB	TOTAL
P.C.	

DESCRIPTION	A A	PRICE	TOTAL
Professional Football Masters V4		24.95	
P.F.M. Editor V4		12.00	
Stable Masters V2		24.95	
Oracle Horse Tipster (RRP £99.95)		75.00	
Cricket Masters		24.95	
World Cup Cricket Masters		24.95	
Wrestling Masters		19.95	

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ADDRESS _____
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competition

MICRO (prose) MACHINES

Win the machine of your dreams courtesy of warm-hearted MicroProse!

Who knows, you might have heard the hype, seen the reviews and decided that the CD32 isn't for you. Perhaps you even already own one, and grind your teeth in frustration as we give away machine after machine when you've just spent about 300 quid.

We do our best to cater for everyone, we really do! But, insecure beasts that we are, we're never sure if you're happy with the situation, and well... we want to please you.

Luckily, MicroProse feel the same way (without the insecurity - they no doubt feel they've proved themselves already), and have decided to give you the choice of two top prizes. Oh yes - there can be no doubt that this is a competition with a difference, because if

you don't want one prize, you can simply choose another!

The questions are the easy bit, the real trick comes in deciding which top notch machine - a CD32 (with MicroProse's cracking Pirates! Gold) or a lovely A1200 (with MicroProse's



stonking F117A!) you feel would best suit your needs. This done, fill in ye olde traditional couponne (remembering to state your choice of machine) and simply wait for the postman to arrive in the morning.

And even if he doesn't arrive with a broken back and a mouse/controller hanging from his sack, he might have a runners-up treat for you in the shape of one of five copies of Dogfight, five copies of Civilisation A1200 and five copies of F1GP. Good eh? Right, get to it then.

MICRO(prose) MACHINES

Question 1:

Question 2:

Question 3:

☐ CD32 (with Pirates! Gold)

☐ A1200 (with F117A)

Name:

Address:

Postcode: **Age:**

Send your entries by the 25th March to "MICRO(prose) MACHINES", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

Q1/ MicroProse are based in:

- a. Sopping Chedbury
- b. Sodding Chipbury
- c. Chipping Sodbury
- d. Arbroath

Q2/ MicroProse are famed for:

- a. Flight sims
- b. Hand-woven ethnic pattern ponchos
- c. The ability to sing Ave Maria underwater with a swede wedged under their chin.

Q3/ MicroProse's golf game was called:

- a. Susan Hargreaves
- b. Er, MicroProse Golf

Win Win

TORNADO

Imagine the thrill...



Now experience it...

200 ft. 600 kts. You lead a formation of six Tornados deep into enemy territory. Terrain following system on. Mission planned to the last detail. Split second timing for a synchronised attack with pin-point accuracy. Discover what real Tornado pilots mean by a "target-rich environment". Go it alone or take the squadron - the choice is yours. Tornado. Unbeatable.

- From simulator training to multi-mission campaigns
- Unsurpassed real world detail
- Laser-guided bombs, JP233, Alarm, and more!
- Unequalled authenticity
- Night flying & low visibility
- 2 player head-to-head



Pilot's cockpit



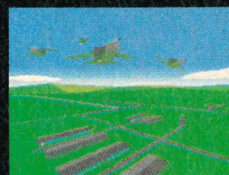
Stunning detail



Navigator's cockpit



Sophisticated mission planning



Awesome missions



CD ROM - £49.99

IBM PC - £44.99

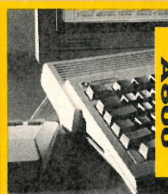
Amiga - £34.99

Atari ST/STE - £34.99



PC Screen Shots

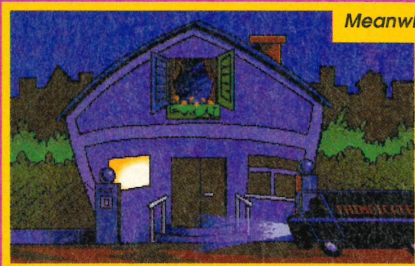
ACTION REVIEW PLATFORM



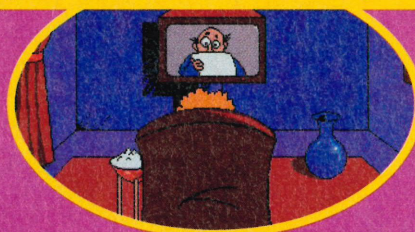
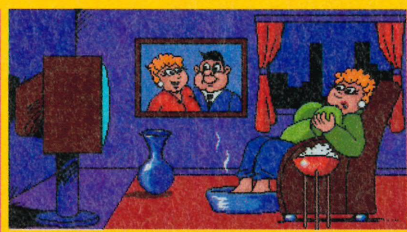
Political correctness goes out the window with the arrival of Black Legend's Fatman, the caped consumer.



FATMAN



Meanwhile at the Fat residence, Blobetta Fat is quietly minding her own business when she is suddenly kidnapped (Gasp!)



A very old joke used to go something like this. Annoyingly smug kid: "What did Batman's mother shout when her son's dinner was on the table?" Extremely thick kid: "I don't know. What did Batman's etc..?" Annoyingly smug kid: "Dinner, dinner, dinner, dinner, Batman!"

Not the most humorous gag you're ever likely to hear, but when you're about six or seven years old, it's almost side splitting stuff.

Black Legend have picked up on the two components of this witticism, namely a caped super hero and his meal time antics, to bring to you Fatman, "The funniest experience you will ever have on your computer!"

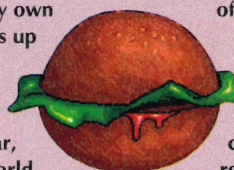
Hmmm! Now comedy is an elusive art at the best of times, but when you start telling people how outrageously funny you are before they've heard you tell a joke, then you really are heading for a fall. I like to keep an open mind at all times though, and I am more than willing to be rocked about in my chair by my own gales of laughter if Fatman lives up to it's billing. So, with a copy of my latest payslip close at hand just in case the hilarity becomes a little too much to bear, come with me into the cartoon world

DIFFERENCES

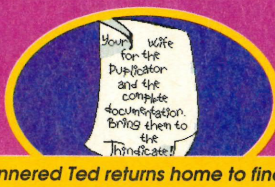
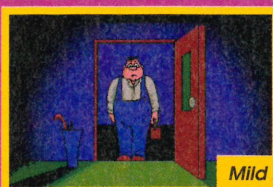
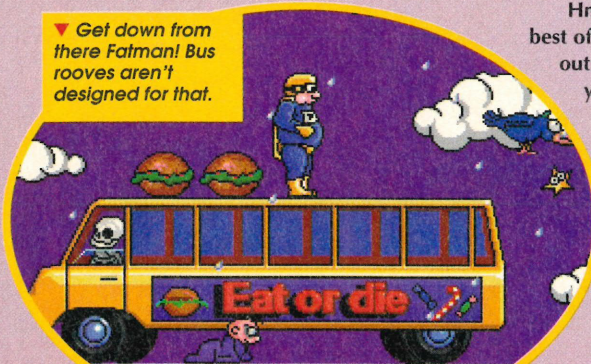
The A1200 version of Fatman is more or less similar to the standard one, with the exception of marginally improved sound and colours. Price remains the same.

of the caped consumer.

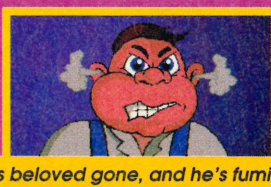
Roy Fat, a resident of Cartoonland, has a reputation as a fantastically brilliant inventor. His latest creations include the fabulous Food Duplicator which not only multiplies existing food at an alarming rate, but also turns not so tasty mouthfuls into mouth wateringly delicious morsels at the drop of a hat. Ted Thinsin, the head of Thindicate Inc., monopolisers of the junk food market, is understandably angry about the hole being eaten in his profits (sorry) by this new invention, and feels compelled to employ underhand methods to remedy the situation.



▼ Get down from there Fatman! Bus rooves aren't designed for that.



Mild mannered Ted returns home to find his beloved gone, and he's turning.

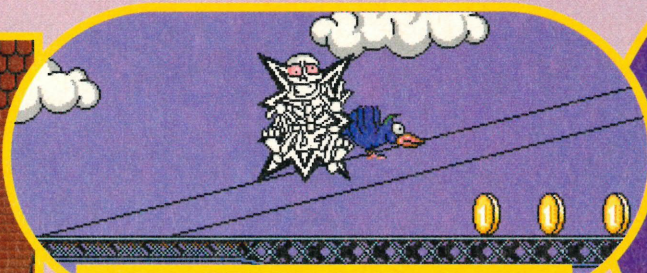




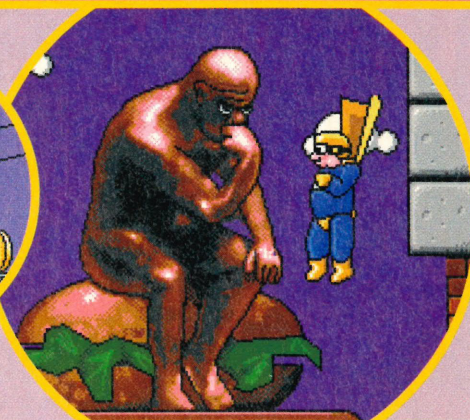
At the headquarters of Thindicate, the evil Ted Thinsin shows his displeasure at Roy Fat and his invention.



▼ Fatman leaps in surprise as he catches sight of himself on this poster.



▲ Wooooaaahhh! 20,000 volts inside such a tight-fitting suit is not the ideal way to maintain survival.



▲ Fatman wishes that he could cut a dashing figure similar to this statue.

opponents as he goes. Watch in amazement as he gobbles up the largest amount of burgers consumed since Cyril Smith last visited McDonalds in Rochdale. Basically, wobbling around the local landscape in a cape and tights is the name of the game and eating the carelessly discarded burgers allows entry to the next level.

The cartoon capers take place over a variety of different locations, including an underground network of rat-infested sewers and an Egyptian tomb and the final showdown with Ted Thinsin occurs in a pizza factory.

Food obviously plays an important part in the proceedings, and seems to be an integral part of the 'humour' element in the game, but I'm sorry to say that it doesn't do anything at all for me. Fatman was developed by a group of programmers from Hungary; a country where obesity may well be a cause for great merriment and 'belly' laughs, but frankly it's not the sort of outstanding comic genius which is going to make Fatman a classic.

To be honest, I didn't even manage to raise a smile whilst embroiled in the task of guiding Roy Fat on his adventure and for a game which claims great comic potential, this simply isn't good enough.

Two shadowy henchmen are despatched to Roy Fat's house with orders to kidnap his gorgeous(?) wife, Blobetta. In return for his loved one, Roy must deliver the secret Food Duplicator formula to Thindicate. Fuming with indignation, Roy transforms into his secret identity of the blue and yellow suited crusader, Fatman.

The adventure starts in the humble abode of Mr. and Mrs. Fat, and after collecting a couple of weapons (power carrots and poisonous mushrooms) from the house, Fatman is on his way into the outside world.

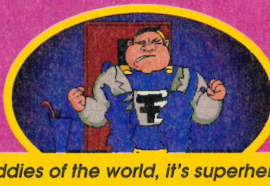
See how he belches his enemies into submission, with a display of oral flatulence which would put even Paul Gascoigne to shame. Gasp as he employs his world famous belly-butt to good effect, crushing



▲ There's an obvious joke about spare tyres to be had here, but I'll leave it alone for now.



Look out baddies of the world, it's superhero time!



THE LOW-DOWN

PUBLISHER: Kompart (UK) Ltd.

CONTACT: 0727 868005

TEAM: I/O Products, Hungary

PRICE: £25.99

SCORING

GRAPHICS 68%

SOUND 63%

PLAYABILITY 69%

DIFFICULTY Easy

The cartoon strip introduction sequence to Fatman promises great things, and I must admit that I was quite looking forward to actually playing the game. However, I soon found myself wondering just when the much-hyped 'hilarity', which I had been led to believe was such an important part of the game, was going to appear. I was to be ultimately disappointed, and would suggest that you stay clear of Fatman if you want to avoid the same feeling.

REVIEWED BY: Neil

SECOND OPINION

It's about time us stout folks had a bit of glory, and I can honestly say that I'd rather play Fatman than have a steak and kidney pudding any day. By gum yes.

OPINION BY: Sir Cyril Smith

OVERALL SCORE

64%

The best way to get your reviews published is to keep them short and sharp. Try to find a game that we haven't featured yet and your chances will improve even more. Oh yeah, and stick to our format – none of this improvisation!

MEAN ARENAS

ICE

Reader Review: Daniel Murphy, Stockton-On-Tees.

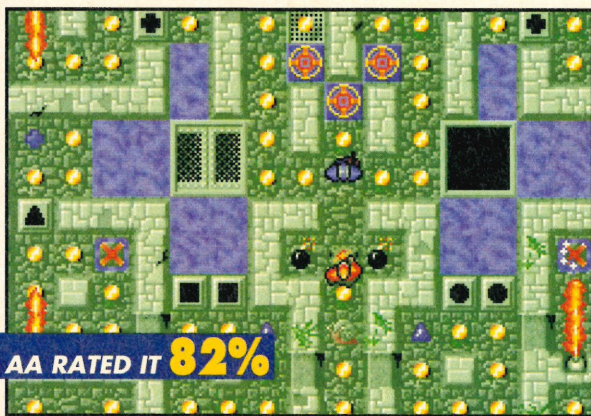
An incredibly good game full of sheer playability, superb graphics, sound, sampled speech and brilliant comical touches. Basically this is an enhanced version of Pacman and the addition of loads of features makes this game a real classic.

Graphics: 91%

Sound: 93%

Overall: 96%

Summary: Extremely addictive, you'll keep coming back for more.



AA RATED IT 82%

FRONTIER - ELITE II

Gameftek

Reader Review: Duncan Ratcliffe, Burnley.

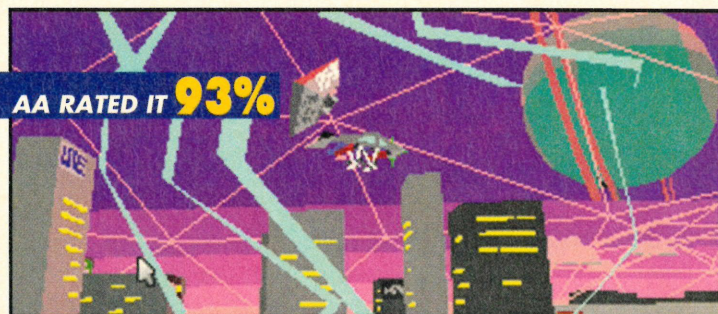
This game totally blows out all competition. The graphics are good and the music is even better. A tad sluggish but it's better when in low detail. This is a brilliant game and certainly one for the collection!

Graphics: 90%

Sound: 95%

Overall: 94%

Summary: 94%.



AA RATED IT 93%

ZOOL 2

Gremlin

Reader Review: Matthew Bailey, Worcs.

Turning on the game and using the code wheel is easy, the game is definitely not and is hard with a capital H. Even on easy mode it is impossible to get past the second boss. I didn't like the music but I suppose it's still an OK game

Graphics: 93%

Sound: 79%

Overall: 84%

Summary: Try Zool 2 for size.

SYNDICATE

Electronic Arts

Reader Review: Kalle Anka, Ankeborg.

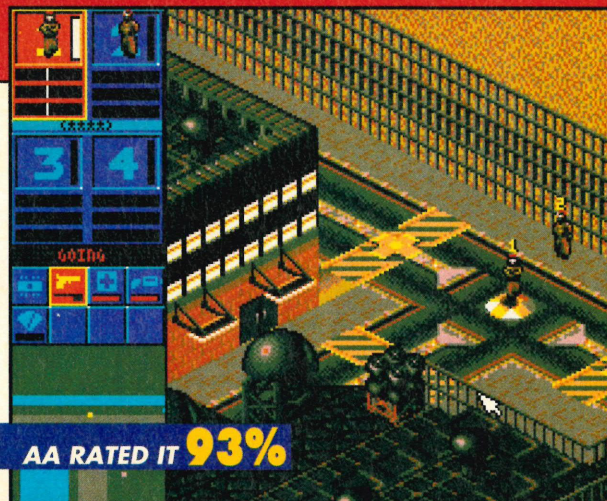
Blowing a car into pieces is fun. Creating a team which sprinkle death around is fun. Ruling the world is fun. Going around in a strange town with funny buildings and waiting for someone who wants to kill you isn't. Killing someone, kidnapping another with a strange kind of hairdryer.

Graphics: 81%

Sound: 85%

Overall: 75%

Summary: Money good! Syndicate isn't!



AA RATED IT 93%

CHAMP MANAGER '93

Domark

Reader Reviewer: Philip Baker, Worcs.

After playing this game I was convinced that God created Championship Manager '93 on the 7th day, as a mere human could not produce such an entertaining and realistic management sim. Although it is rather slow in places it's the perfect game for budding Alex Fergusons..

Graphics: 90%

Sound: N/A

Overall: 94%

Summary: Relegates other management sims.

AA RATED IT 78%

CHESTER SQUAD NEWS

EDDIE BISHOP OUT FOR ABOUT 7 WEEKS WITH A BROKEN ARM SUFFERED DURING TRAINING.

HIRED GUNS

Psygnosis

Reader Reviewer: Przemyslaw Scierski, Poland.

First look at the game – OK, after two hours – brilliant. In H.G. I found something original and unique, something terrifying and beautiful, crazy but fun. The atmosphere is also pretty great.

Graphics: 92%

Sound: 98%

Overall: 97%

Summary: We (Amiga and me) like this game very much.



MORTAL KOMBAT

Virgin

Reader Reviewer: Daniel Scott, W. Yorkshire.

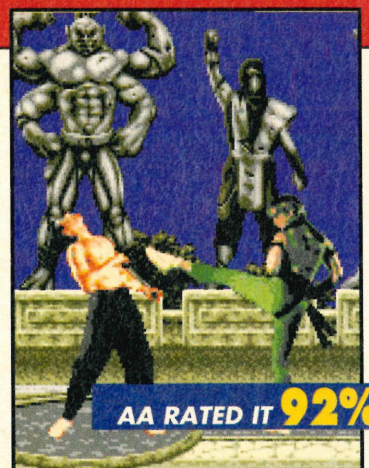
The Amiga conversion of Mortal Kombat is truly amazing. The graphics are stunning, the animation and scrolling are genuinely smooth and it's so realistic you won't believe it. The blood and gore is included which adds to the indulgement in the game.

Graphics: 94%

Sound: 85%

Overall: 95%

Summary: If you don't own this game you are an extremely sad and boring person.



PRIME MOVER

Psygnosis

Reader Reviewer: Paul Murphy, Liverpool.

The smoothest, most realistic arcade motorcycle game with a huge selection of most challenging tracks. (This was all Paul wrote. Many of the reviews we receive are either far too long or too short. Around sixty words is ideal, and gives you a greater chance of inclusion.)

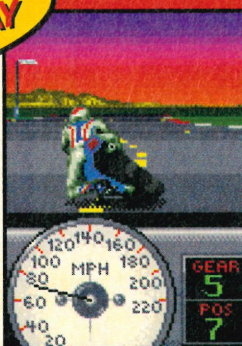
Graphics: 91%

Sound: 92%

Overall: 92%

Summary: Prime Mover screams on to the grid and is then ready to kick butt.

WINNER OF BOB'S BAD DAY



AA RATED IT 78%

Right, that's another lot. Sixty words or a little less please, in neat and tidy writing. Then send them to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP. Cheers me dears...



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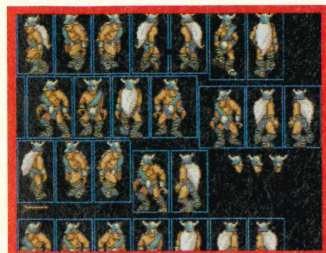
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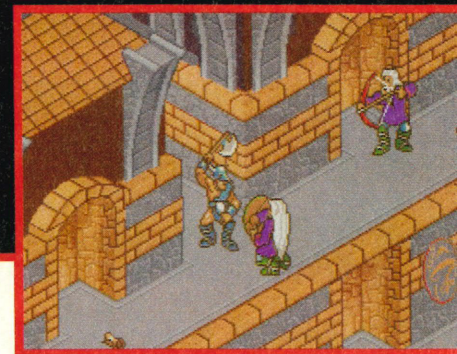
work in progress

HEIMDALL 2



It's off to Sheffield again for beef, Yorkshire pudding and a large slice of gameplay.

BY: PAUL ROUNDELL



part 2

ABOVE: The combat sequences still lack intelligence.
BELOW: Jerr's graphics are nice, aren't they? Well I think so...

Not having bothered to remember the route from last time, I was slightly late for my second appointment with The 8th Day, a discrepancy which, I learned in no uncertain terms, brackets me, apparently, as a "pillock".

Fair enough, these are busy people, and I was late after all, but if I wasn't such a thick-skinned northern lad, my offendo nodes may have been triggered by the merchant bank hand signals demonstrated by a certain Jerr O'Carroll. Thoughts of rebukement and retribution soon dissipated as I entered the development room and feasted my eyes upon what last month's husk had become.

It was a game! A proper game! There were people wandering around, talking, and everything. Oh sure, there were a few empty-ish screens here and there, but then if all work was complete there would be little need of a Work In Progress, would there? The point is, things are progressing at a rare speed and the spring release looks ever more likely.

Jed the programmer seemed very relaxed, and I

could only assume that all the difficult work had been done. Well?...

(After much laughter and a wistful look) – "The main portion of the game is now complete. Nearly everything is operational, and achieving that was a hell of a big job, so in that respect, then yes – much "hard work" has been completed. What I'm doing now is working on the room-specific aspects, which is another massive task."

"Once the room specific stuff is out of the way," insisted Jerr, "then the game engine is set up in such a way that Jed can literally just throw in a baddy or whatever, and it's done."

"It takes literally two seconds to put in a baddy or an item," agreed Jed, "so we might as well leave that and get the main bulk of the work done. All the stuff you don't really notice takes ages and all the stuff you do see is easy," he continued, chagrined.

Heimdall 2 is still without sound. Core Design's Martin Iveson is overseeing that department, as he does with all Core games. The team wanted to do some effects of their own, but time constrictions have made it more or less impossible.

Continuation in the game is very important. For instance, little clues are scattered throughout the various worlds, which when looked at together, conclude – to any would be Sherlock – that something is afoot, which indeed it is, and related, I am informed, to a rather big twist towards the end of the game.

Ged's spirits were buoyant once more after the earlier realisation of just how much there was left to do: "Nothing is really independent – everything in the game ties in and we want to get to a situation where, when people are playing it, they'll remember something from earlier in the game and 'aw, God yeah – so that's whyyyyy...'"

LEFT: Heimdall 2 will be graphically superior to its predecessor as well as in terms of gameplay.

FAR LEFT: The action takes place on multiple levels, and the puzzles are anything but linear.

ABOVE LEFT: What can I say? – there's some fire shooting up quite high.



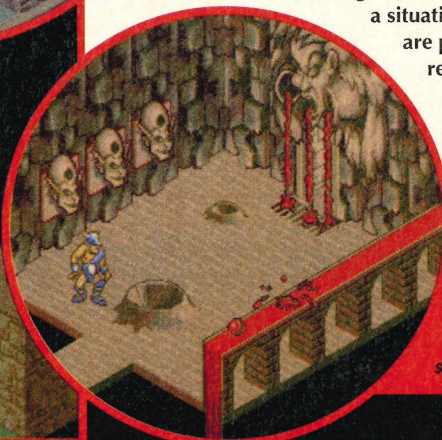
"Jerr plays the game a lot and makes sure the continuity is OK. The problem is, you always get the players who do something really stupid that buggers up your storyline. You have to try to avoid them being able to do that, making it so that the gameplay is – well, I suppose it is forced in some respects, but you want to give the impression that it isn't." (Jerr interrupts at this stage to gleefully point out "The 8th Day's first ever swear word in a game". It's bloody.) The bouncers.

"You do make mistakes as you go along, but these can be changed as we find them out," continued Jed, unabashed by the abusive antics of the on-screen characters.

The combat system still needs work. I'd hoped to tub the stuffing out of a big fat viking or two, but it wasn't to be, the combatants still have less intelligence than a Tory MP in a roomful of willing women and will be tended to when Jed has got a little time.

But it's getting there. Heimdall 2 looks like setting a precedent for games of this type and though

I'd say it anyway for fear of attack from Jerr's dogs, I genuinely really do like it. A lot. Next month rounds off our meander down the Heimdall trail. We'll be gagging the ebullient Ged and hearing the views of Dave and Jerr, so be sure and tune in now. See y'all soon.



PD in profile

Neil takes time out from his oh-so-busy schedule to take a look at the latest public domain and shareware titles.

Professional programmers have to start somewhere, and if this month's PD section is anything to go by, there's a veritable glut of bright young talent out there just waiting to be discovered. The standard is so high at the moment that I'm quite literally lost for words. Well not literally obviously, or I wouldn't be able to write these pages, but you get the general idea yeah?

■ *Fingus the Bouncing Fungus*: Debra Gamgee.

Many many moons ago when Clive Sinclair was still considered to be a genius (i.e. before the C5 hit the streets), I was wise enough to invest in a trusty Sinclair Spectrum. One of the earliest games I played on this beast of a machine was a platform thing called *Jumping Jack*. Poor old Jack was a sort of deformed stick man who had to make his way to the top of the screen by jumping through a series of moving black holes which appeared above his head. There were also some baddies thrown in for good measure who would think nothing of preventing Jack from completing his task. *Fingus the Bouncing Fungus* is a game in exactly the same vein, but the unlucky stick man of old is replaced by a kind of wobbly green blob with eyes. Graphically, *Fingus* is fairly well presented and there's no denying that this

sort of game can become very very addictive very very quickly indeed.

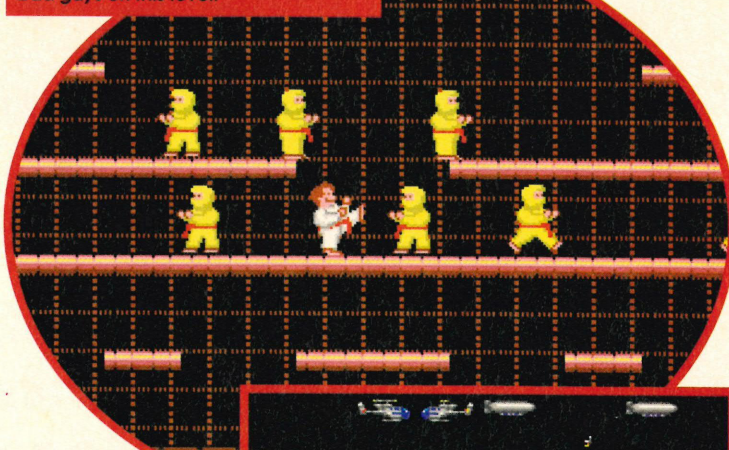
■ *Kung Fu Charlie's*: PD Soft: Disk No. Ass145.

A bit of gratuitous violence never goes amiss in a game as far as I'm concerned and *Kung Fu Charlie's* certainly has this sort of appeal for me. The route to ultimate ninja-dom is protected by a number of pretty feeble pyjama clad baddies who inhabit the various platform levels which stand in the way of your ultimate goal, and surprise surprise, you've got to kill the lot of them before entry to the next level is permitted. A swift knee to the groin here, and a flying kick to the head there, and it'll soon be all over for the evil ones, so it's not too difficult to master. Good violent fun nonetheless and worthy of a shufti if you're feeling that way inclined.

■ *Escape*: PD Soft: Disk No. Ass146.

Now this is absolutely excellent. A superb sort of action puzzle game, where you have to guide the Alien Breed sprite hero around the various rooms of a sort of space station type thing in search of the elusive exit to the next level. You are hampered on your journey by a number of hazards such as disappearing floors, gigantic rolling silver balls and barriers which can only be opened by stepping on special buttons which cover the

▼ **KUNG FU CHARLIE'S**: Kung Fu Charlie high kicks his way past the red-belled bad guys on this level.



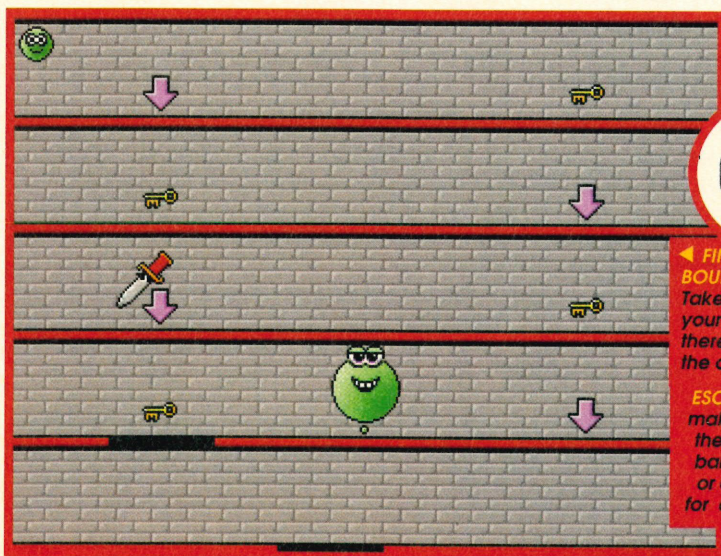
▶ **PARATTACK**: Fire wildly into the air and you should be able to bag some of the enemy aircraft and parachutists.



floor. Some of the levels are trickier than others and to solve these you'll have to work out your route in advance in order to find the exit successfully. Supremely addictive and definitely the best of this month's crop.

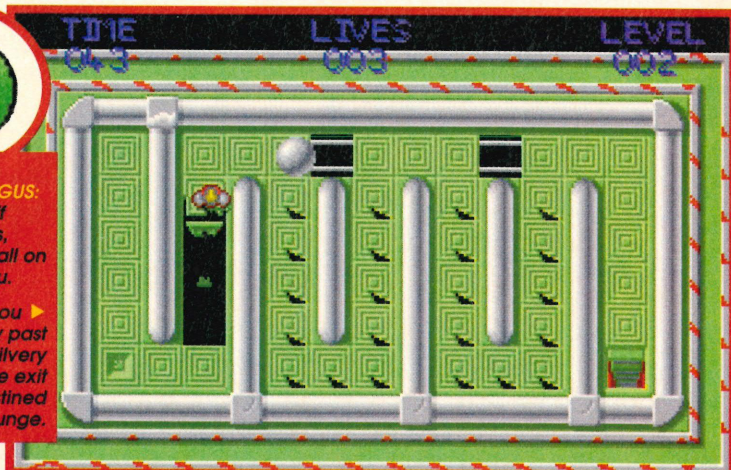
■ *Parattack*: PD Soft: Disk No. Ass147.

If shooting down planes and paratroopers is your bag then *Parattack* is probably the game for you. You control an anti-aircraft gun at the bottom of the screen, which is the only defence your miserly government has provided against the threat of an enemy invasion. Never fear though because the neighbours are a pretty peaceful lot and there's not much chance of any trouble flaring up overnight – or so you have been told. Before long the skies above your head will be littered with enemy planes dropping parachutists whose main goal is to destroy your precious gun, so your only option is to shoot anything and everything that moves. A limited

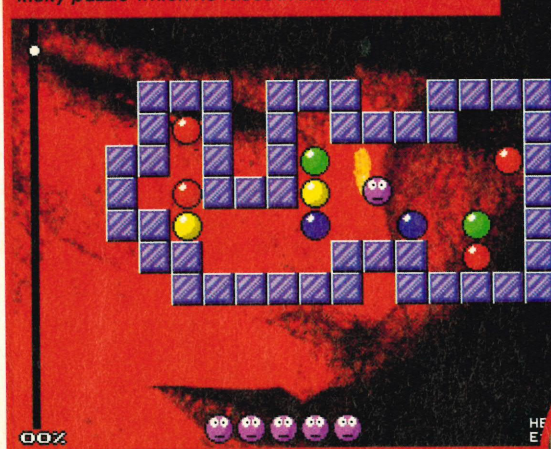


◀ **FINGUS THE BOUNCING FUNGUS**: Take that grin off your face Fingus, there's a nasty fall on the cards for you.

▶ **ESCAPE**: Can you make your way past the great big silvery ball thing to the exit or are you destined for a bit of a plunge.



▼ **POLLYMORF:** Oh no! Fingus has escaped from his own game and is looking a bit perplexed at the tricky puzzle which he faces in this maze.



amount of ammunition is available for the gun, but don't let this put you off firing randomly at the silk canopies which are plummeting towards you. The parachutists scream as they are hit and this is particularly satisfying in a sort of sick and bloodthirsty sort of way (er...I hope my mum's not reading this).

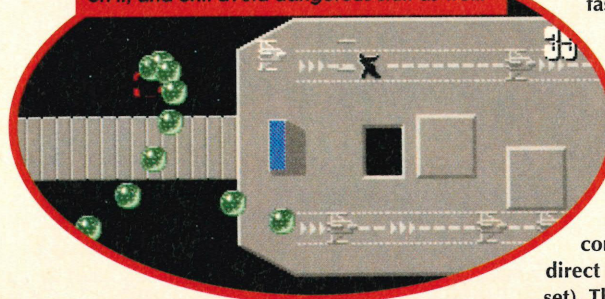
■ **Pollymorf:** PD Soft: Disk No. Ass148.

The PD section wouldn't be the same without mention of an out and out puzzle game. This month is no exception and Pollymorf provides a timely reminder that it's not all blood and guts within these pages. A sort of basic maze thing appears on the screen which contains a number of coloured balls. You control a sort of purple ball with eyes which are able to push the other coloured balls around the screen in any direction. When two balls of the same colour come into contact with each other they disappear from the maze and you carry on with this until all the balls have disappeared. Then a new and more complex maze is generated with more spherical objects to dispose of. It doesn't sound much I know, but it looks good and plays very smoothly indeed. The best PD puzzler I've seen in a long while.

■ **Nostalgium:** PD Soft: Disk No. Ass148.

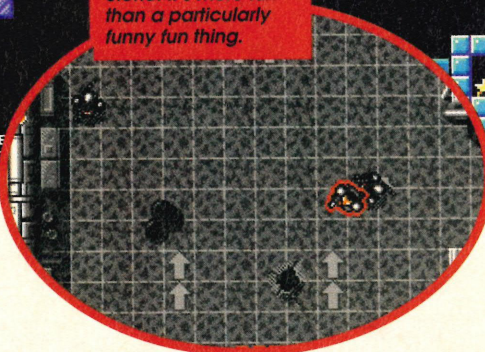
Nostalgium is a horizontally scrolling shoot'em-up set in space which reminds me a little of Cardiaxx. Take the controls of your little silver ship and guide it unerringly through the backdrop provided by a sort of space station graveyard amongst the stars. There are some targets to destroy along the way and from time to time a flock of swirling crystal balls will gyrate across your path in the hope of depleting your store of shield energy. There's a time limit to take into account too, so things are kept moving along at

▼ **NOSTALGIUM:** Fly faster than a speeding bullet, fire wildly as though your life depends on it, and er... avoid dangerous stuff as well.



▼ **GLODRICK:** Go on Glodrick my son, collect that star and the world will be a much better place to live in, what with the night sky looking a bit bare at the moment.

▼ **INTENSE:** Shoot your gun like a man in this Alien Breed clone. It's more fun than a particularly funny fun thing.



a fairly brisk pace. Smooth scrolling shoot'em-ups like this are pretty rare in PD form and this is certainly one of the best.

■ **Glodrick:** PD Soft: Disk No. Ass 149.

Platform game story alert! Woop Woop! The evil star thief has taken the poor stars from the night sky above Babbleville and left them deep inside a cavern. Glodrick has been elected as the one who should be sent into the cave to retrieve the stars and restore them to their rightful place in the night sky. Yes it's ill-conceived rubbish, but there's a game behind it which deserves maybe a little better. The usual platformy things are here: a controllable hero sprite, moving platforms, pits of fire and water and the like, as well as some imaginatively designed levels. Joystick control is a bit tricky though and I can't help but feel annoyed that Glodders isn't able to leap over objects. To remedy this fact here are tons of lifts about to ferry you up and down, but I soon got bored waiting for them to arrive and my enthusiasm quickly waned as a result.

■ **Intense:** PD Soft: Disk No. Ass143.

Bit of an Alien Breed clone here to be honest. This vertically scrolling shoot'em-up has a very similar looking hero sprite (as with Escape reviewed earlier), and some of the backgrounds bear a remarkable resemblance to those of the Team 17 classic. In fact the bridges which helps you to cross over some nasty looking lunar chasms at the beginning of the game seem uncannily similar to those which appear in the outside helicopter level of Alien Breed 2. Not to fear though, the action is fast and furious and there are enough baddies to kill and enough bonuses to collect to keep even the most misearble and fickle shoot'em-up fan happy.

■ **Rueda:** PD Soft: Disk No. Ass 142.

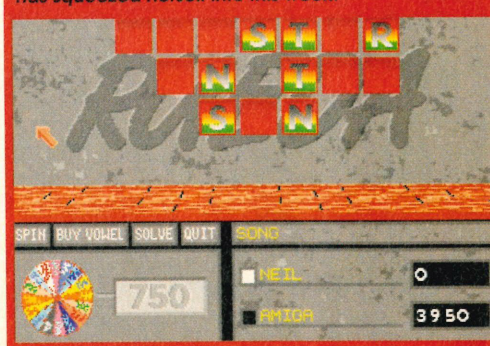
Some of the best games have the most ridiculous names, and Rueda is no exception to this rule. As far as I'm concerned this is simply Wheel of Fortune (yes direct from your TV set to your monitor or er... TV set). The idea is pretty similar to the old hangman

favourite, but with a bit of a gambling/greed element thrown in. Spin the wheel and then try to guess which letters appear in the word which the computer currently has stored in its memory. Successfully guessed letters will appear on the screen thus making the word or phrase easier to determine, and the first person to guess it correctly wins the dosh. I must warn you now though that some of the words are unashamedly American in origin. For example, "Triple trailer semi" (?) made an appearance as well as a famous person called... wait for it... "Billy Missile" (I kid you not). Thoroughly enjoyable entertainment despite this drawback though and there's not a smug Scottish DJ in sight.

■ **The continuation disc:** 17 Bit.

Finally, I can't let you go without a mention of a CDTV disk from 17 Bit software – the follow up to their collection, but this time it's got a full index and file search system (wow)! The compilation contains over 600 PD games including all the Assassins compilations as well as 17 Bit's very own range of disks, and all this for £19.99. Well worth checking out if you own the relevant hardware.

▼ **RUEDA:** Now let's see the gaudy dress that Carol has squeezed herself into this week.



CONTACTS

17 Bit Software: 0924 366982.

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This month, Steve has achieved the magnificent feat of writing this entire section alone. This is so amazing that he is even considering informing Norris McWhirter. Those others though, they never do any work at all – they just leave it all to me... er I mean Steve. It really is grossly unfair on the poor lad. He's tired out, really he is...

Naughty Ones

Kompart loose off another round in the great platform shoot out in the form of this Rainbow Island-esque offering.

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Skeleton Krew

Core Design's futuristic shoot 'em-up looks set to push back the boundaries of computer gaming. Then again...

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TFX

p64

D.I.D. Design launch yet another state of the art flight sim. The best thing though is that they come from that wonderful city of Manchester. Wahey.



Rugby League Coach

Budding Garry Jacks (he's Salford's Australian player coach he is) at last get their chance to embroil themselves in the high pressure world of R.L. management.

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 Ocean: 061 832 6633

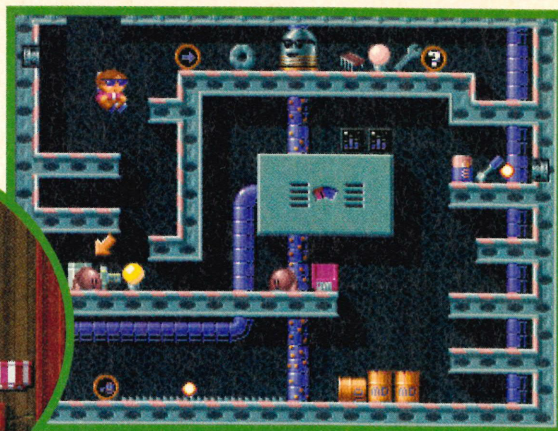
THE MOST UP TO DATE PREVIEWS EVER!

Preview



▲ Gameplay is highly reminiscent of Rainbow Islands although it looks very different.

▼ Clear one screen and a whole new area will be opened up to you.



▲ You must collect all of the objects on each screen and kill every enemy before you can proceed.

NAUGHTY ONES

Ones, plural, in that we are kindly provided with a lovely two player option...

Don't get too excited, the naughty part of the title is mischievously naughty, not any other kind you may have been fantasising about. It is a platform game based around the antics of two sunglasses wearing kids who are about to embark on the adventure of a lifetime, against some of the most challenging enemies ever seen.

The kids must battle their way past psychopathic robots, firing stars and even undead mummies of ancient Egypt. As you

may have guessed by the storyline this is a platform game. What else could it be? Not only is it a platform game, but it is a platform game in the vein of the classic Rainbow Islands. I'm not saying it is as good, just very very similar.

The final game will contain five different worlds that will apparently be action packed and more than 50 different game screens featuring high quality graphics. Always a good feature in these games is a competitive, simultaneous two player mode in which both players will be active on the same screen. Quite how this will be implemented has yet to be seen, but things like this in a game are always seen as a bonus.

As you would expect the game contains

"a competitive, simultaneous two player mode..."



▲ A huge arrow points at the next enemy in the sequence that you need to kill, although from what I could tell you can go in any order you want.



▲ The Late Night Previously Missed Caption Squad say: "Here are lots of girders."

loads of secret bits that you are forced to discover yourself, including hidden bonuses and special abilities.

You must leap about the screen collecting all the objects and killing all the enemies. When you have cleared one location the screen scrolls allowing you access to the next. It sounds simple and it is, but it would also seem to be very successful in the 'getting hopelessly addicted' department, as so many of these game have done in the past.

There are so many platform games coming out these days that it is becoming more and more difficult to even think about one without accidentally slipping into a semi comatosed state, but we have to try. What can I say? It's a platform game, it'll be out in a couple of months and we'll have a full review in a couple of months. Wait and see I suppose.

PROJECT: Naughty Ones			
HOUSE:	Kompart	RELEASE:	Early '94
TEAM:	Interactivision	PRICE:	£TBA
COMMENTS:	Naughty Ones from Kompart doesn't look as though it is going to set the world alight with its sparkling originality and thrilling gameplay, but it looks like it will be a more than competent effort that will bring pleasure to many people. Platform games are already available in their thousands, but the constant stream of them from the software houses would indicate that the demand is not yet drying up. This certainly looks better than countless other games that have come and gone, but we will no doubt uncover its true merits in a full review soon. Personally I think it has the look of a winner, not unlike a number of recent Kompart efforts.		
INSPECTED BY:		Steve	

SKELETON KREW

Cyberpunks, Blastar, Skeleton Krew. Core have gone gun mad!



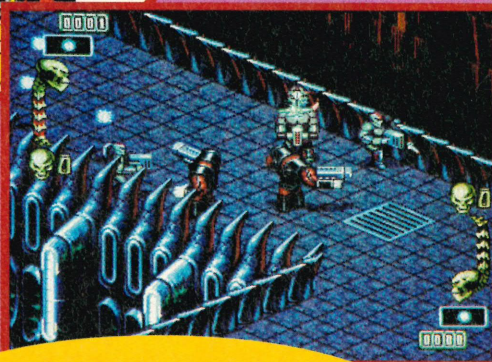
If you own an Amiga 500 but have no intention of upgrading in the near future you may as well stop reading right now because this is only for the CD32 and A1200. Go on, I'm not starting until you've left. Right, have they gone? Good, I'll begin.

The date is 2070, or rather will be seeing as this is only a preview if you see what I mean. A company known as Deadly Enforcement Aggressive Destruction Incorporated owned by the evil ex-mortician Moribund Kadaver has taken over a huge cryogenics plant on the outskirts of the aptly named Monstro City.

Soon it becomes apparent that sinister goings-on are taking place and awesome cryogenic mutations, known as Psykogenix appear on the streets, forcing the population from their homes. The entire city is eventually overrun by the monstrosities created by the ghoul behind D.E.A.D. Inc.

News of this terrifying turn of events reaches the headquarters of the Military Ascertainment Department and as a result special operatives are dispatched to Monstro.

Only one returns. Fatally wounded he



"fast, exciting isometric shoot 'em up..."

manages, with his dying breath to speak of a terrible Psyko Machine being created in Moribund Kadaver's mobile lab, Dead 1. In desperation MAD, for that is how they are known, call upon the services of a team of morbid mercenaries called the Skeleton Krew and that is where you will come in.

In a race against time that will take you across the solar system, you control the Krew in what looks to be a fast, exciting isometric

One thing Skeleton Krew is blessed with is excellent graphics which do a great deal to create the atmosphere.

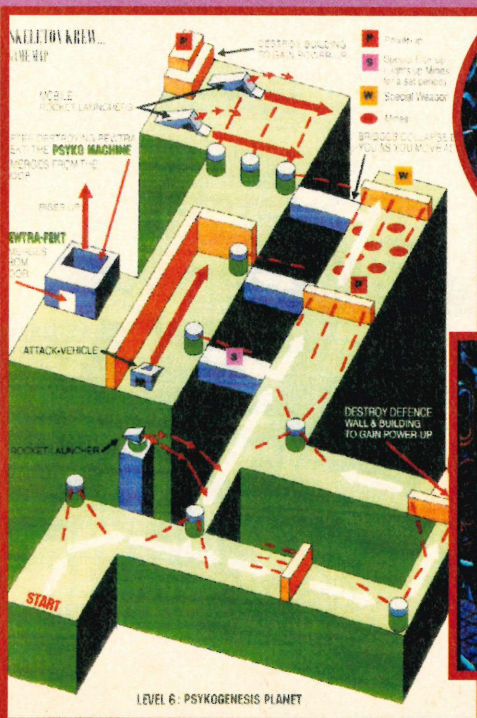
shoot 'em-up featuring attractive comic book characters and graphics.

The finished version will feature a three quarter overhead perspective, frantic Smash T.V. like action and varied gameplay, during the course of which you will battle whilst on foot, driving a speed bike, riding a jet ski and even inside a submarine.

There will also be a two player simultaneous play option which is always seen as a good thing. There are 18 zones of gameplay, three different characters to choose from, each with their own weapon and a heavy rock soundtrack which will no doubt please all those sad, pathetic heavy metal fans amongst you.

At the moment there is not a lot to see on the Amiga version, what with it being primarily programmed on the console formats, but what it does have, even at this stage is a strong storyline that will certainly appeal to

Your journey, as the Skeleton Krew will take you across the galaxy.



Your operatives are armed with massive weapons with which to defend themselves.



Battling it out with the enemy toe to toe will be a major part of the game.

PROJECT: Skeleton Krew

HOUSE:	Core Design	RELEASE:	Spring '94
TEAM:	In House	PRICE:	£TBA

COMMENTS: Skeleton Krew sounds like it would be perfectly at home in Over The Edge, but seeing as it's a game, it also nestles in here quite nicely as well. At this point I'm supposed to give you my overall impression of the game in its development, but at the moment there isn't really anything to tell other than the storyline. The graphics are well drawn and atmospheric and what will hopefully appear in the final version of the game. If you really pushed me hard to give you an opinion I would probably lose my temper. If I managed to control myself I would most likely say that it was going to be dead dead good. But I could be wrong of course.

INSPECTED BY: Steve

Many say it's the best flight sim yet, TFX makes a low level approach on the Amiga.

TFX

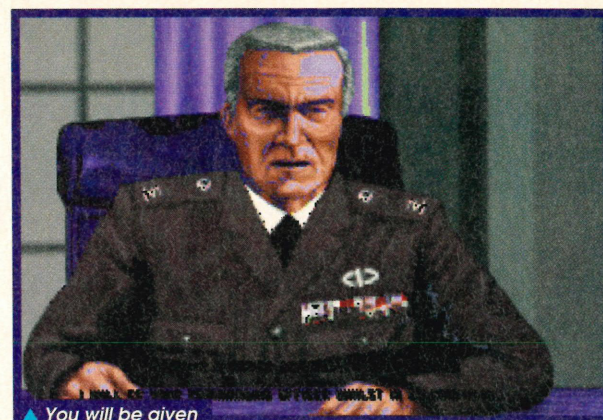
Amiga flight sims are becoming more and more of a rarity these days with the majority of developers shifting their attentions to the more powerful PC. Ocean have remained faithful for the time being though, even if it is only to the A1200 and CD32 elements of the market.

TFX, or Tactical Fighter eXperiment, comes from the Manchester based team of DID, who in the past have been responsible for some of the smoothest, most impressive simulations to be released.

Based around three different aircraft including the infamous Eurofighter, this would appear to be one of the most varied and

realistic flight sims yet seen. You begin by putting your pilot through a rigorous training schedule, then you move on to various different options including Tour of Duty and Flashpoints, a new feature in which you, as a member of a crack UN fighter team get to go in and diffuse situations that may arise, such as a Bosnian scenario.

Another interesting feature is the UN Commander option. This puts you in control of everything that is going. You must choose a course of action, deploy your



▲ You will be given your orders by a typical rough and ready army type. You had better stay on the right side of him if you want to advance in rank.

troops and fly the actual missions themselves. This is a particularly tricky method of playing and really is only for expert players.

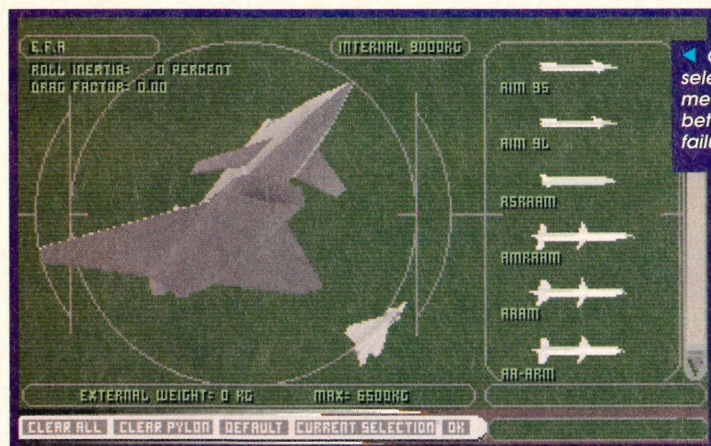
It is amazing that DID have managed to cram in so much detail on the landscape and aircraft yet not really sacrifice too much in the way of speed. I'm not saying that it moves perfectly, but even at this unfinished stage it is more than adequate.

In the past, games by this team have gained somewhat of a reputation for being excellent, but riddled with bugs which at times made them unplayable. Hopefully this will not be the case here. It shouldn't

be, as the game has already been delayed several times merely because they are trying to get this one just right, and hopefully perfect.

It certainly looks at this stage as though DID have struck a serious blow for the cause of the Amiga. If TFX lives up to expectations it will prove to many people that there is life in the old dog yet.

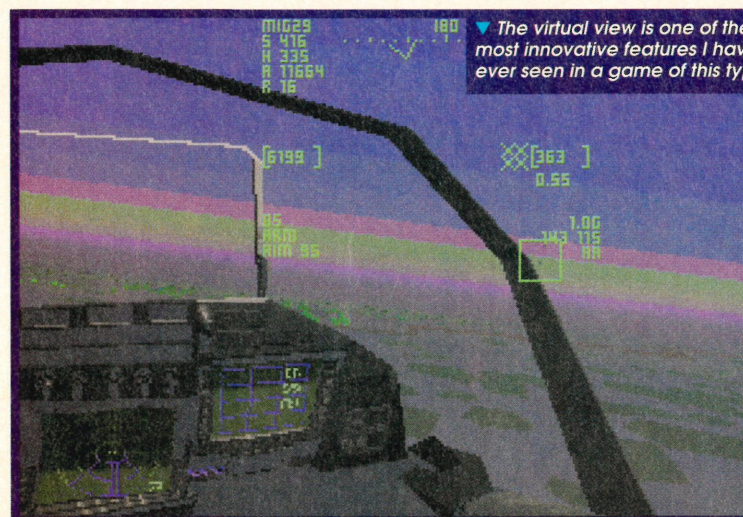
"D.I.D. have struck a serious blow for the cause of the Amiga"



◀ Getting the right selection of weapons can mean the difference between success and failure in a mission.



▼ TFX will feature some of the most detailed, geographically correct graphics ever seen.



▼ The virtual view is one of the most innovative features I have ever seen in a game of this type.

PROJECT: TFX	
HOUSE: Ocean	RELEASE: Spring '94
TEAM: D.I.D. Design	PRICE: £TBA
COMMENTS: TFX has occupied a lot of my time recently in the form of the PC version. The Amiga version is now nearing completion and it doesn't look as though the quality is going to have suffered much at all in the conversion. There is a lot of originality in the product which is something you don't see a great deal of these days, the Flashpoints option in particular highlights this point and any effort to break away from the norm should be applauded. Having played another version of this I am personally looking forward to getting my teeth into the Amiga version when it appears. Hopefully we will have a full review before too long.	
INSPECTED BY: Steve	

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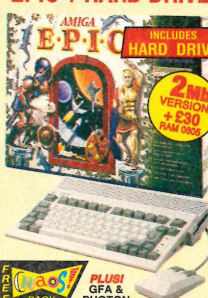
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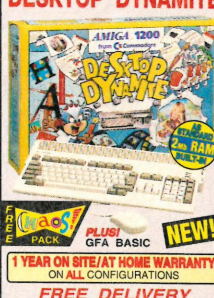
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RUGBY LEAGUE COACH

I can't ever remember a Rugby League game being released on any computer format in Great Britain. In fact Audiogenic hold the claim to the best rugby simulation released, but that was a union sim so it doesn't count. I find this surprising, but maybe I'm biased as RL just happens to be a favourite pastime of mine. You will always find me at the Willows on a Sunday afternoon cheering on the heroic Salford as they put on another magnificent performance.

It's not just me though, quite a few people from the office regularly travel to the games, and even OTE's Brad has started going now although he does get all the chants wrong in a somewhat embarrassing fashion.

Unfortunately this game is a coaching sim as opposed to playing, but until that gap is filled it looks as though we will just have to make do

with this for now.

You start as coach of the lowly, not to mention imaginary, third division team Thorne. As coach it is your job to take your team to the top of the pile until they are comprehensively thrashing the likes of Castleford, St Helens and of course, the mighty Wigan. (Not Salford then - Paul.)

Naturally this will take time, not to mention a lot of skill and inspired moves in the transfer market as cash is not as readily available as it is in the vastly overrated sport of football.

All the features any die hard fan would expect are there, from training players as either individuals or a squad, right down to letters from the supporters requesting autographs and such like. When it comes to match day (Sunday) you must select what you feel is your strongest team and send them out to battle the opposition.

Unfortunately there is no graphical

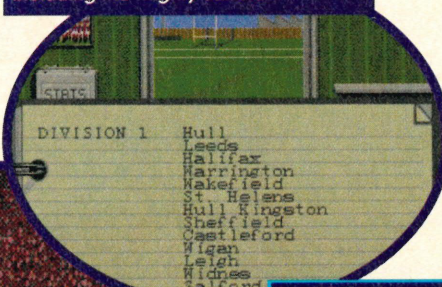
"All the features any die hard fan would expect.."



▼ The actual match sequence may not be graphically impressive but it serves its purpose well enough.

LEAGUE DIVISION THREE			
Batley	0	Dewsbury	13
Whitehaven	4	Highfield	4
Chorley	0	Doncaster	6
Workington	7	Hunslett	8
Barrow	0	Ryedale	0
Nottingham	4	Blackpool	5
Thorne	0	Keighley	10

▼ The correct clubs are in the game, including the mighty Salford.



Run a real R.L. team in this latest manage 'em-up.

▼ The main actions are all accessed through the desk in your highly plush office.



representation of the match taking place, just score flashes and a continually updated fixtures list to keep you informed. Still, you can't knock the product for this. Neither Premier Manager nor Championship Manager had this feature and look at their success.

All of the cup competitions are re-enacted, but I have to say in the version we had this was seriously out of date and will need reworking if League fans are to take this seriously. For instance there are three divisions and county cups in the game, but both of these have now been scrapped. This may well change for the final release and if it does supporters will at last be able to buy a decent game based around the sport they love.

PROJECT: Rugby League Coach

HOUSE: Audiogenic RELEASE: Spring '94

TEAM: In House PRICE: £TBA

COMMENTS: I make no attempt to hide the fact that I am biased in this case, and I am sure that many supporters of other, inferior sports will have minds that are far too closed to even give this a chance. Actual Rugby League fans are different though and have been starved of coverage for far too long. Therefore anything that addresses the problem is a good thing in my eyes. I must say though that this does look as though it is going to be a more than competent coaching sim. It may look a bit basic, and at the moment it is a little out of date, but these niggles will hopefully be solved and we can look forward to this a great deal.

INSPECTED BY: Steve

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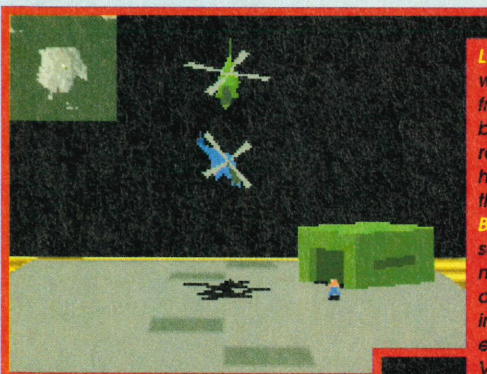
ZEEWOLF

As soon as we heard that a number of ex-computer magazine journalists had put their heads together to create the ultimate game, a trip down to Bath was most definitely in order.

BY: STEVE McNALLY

SEGA POWER WORK IN PROGRESS

Huge great explosions aplenty are featured throughout the game and do plenty to spice up the action.



LEFT: The missions will be varied, from destroying buildings to rescuing hostages held captive by the enemy.

BELOW: There are some especially nice touches, such as ferrying tanks into hotbeds of enemy activity. Very useful.

"We got sick of seeing games and thinking we could do that so much better ourselves. So we just went ahead and did it."

Andy Smith, previously editor of *Sega Power* and *Binary Asylum's* P.R. manager.

It can be hard reviewing games for a living. I know you don't believe me, you think it's all sitting around playing, then writing about all the latest top software that comes out, but *Binary Asylum* are testament to the fact that all this is not as it seems.

What you have got to remember is that along with the *Cannon Fodders* and *Frontiers*, you also have to devote an equal amount of time to the *Doofuses* and *Snaperazzis*, and believe me, that can be a hard slog at times.

The boys behind *Binary Asylum* have all worked in computer magazines at some time in their sordid pasts. Andy Smith, their PR manager was for a long time editor of *Sega Power* and Bob Wade, the publishing manager will need no introduction to the older readers among you as he has edited magazines on virtually every format known to man.

They decided that, after years of looking at hundreds of sub standard games it was time they produced one of their own. Not a sub standard one you understand, but one that they feel is as good as they can possibly make it. Every reviewer knows the feeling of, yes it's good, but if only they had done this or that, then it would have been so much better. *Binary Asylum* hope that through their first release, they can address the problem.

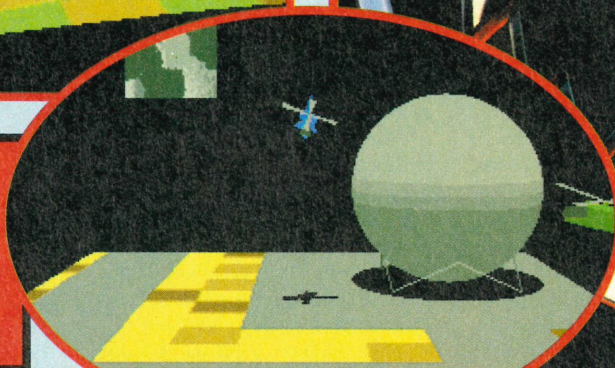
Zeewolf is a helicopter game, more in the *Desert Strike* mould than *Gunship 2000*, although the term shoot 'em-up is one that only loosely fits around it. It



Strafing runs are especially effective against the enemy tanks when you have run out of the more destructive missiles and bombs.



"Some of the fastest 3D polygon graphics yet seen on the Amiga."



Huge great constructions litter the landscape. Their purpose has yet to be programmed in but they look impressive.

plays through an unusual perspective that is not used very often, in fact the only example I can think of where I have seen it before is in David Braben's ancient classic, Virus.

The first thing that hit me, even at this stage, was how quickly the game moves on a standard A500. Your craft scoots around the landscape at breakneck pace without even a hint of a jerk or a slow down, unless things get really hectic, with around five or six different objects on screen at any one time.

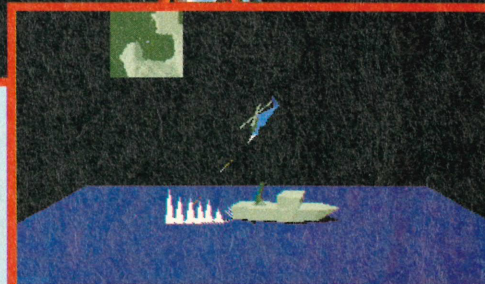
Surprisingly, the graphics haven't suffered because of speed, with adequately detailed vehicles and explosions. However, the ground does look a bit bizarre, with green, brown and yellow squares all over the place. This has been achieved through the tireless work of development manager Andy Wilton who spent a good four months purely on the mathematics involved to make everything move. You can rest assured that he was the best man for the job, having studied maths at Cambridge, so I suppose it is only natural that it has worked out so well.

As far as the gameplay goes, it is a little more difficult to judge. The version we saw was simply to get an overall view of what the game is all about, not how it will play and many of the gameplay elements have yet to be added. It was playable though and damn tricky it is too.

Control of the helicopter is via either mouse, joystick or a Gravis joypad. I tried both the pad and the mouse, and of the two I think I preferred the mouse. Quite why I don't know, as with both I spent most of my time either smashing into the ground or embarrassingly missing whatever I was trying to shoot at by a good 50 yards.

I was warned that it does take time to get the hang of, but did I listen. No, of course not. Andy then proceeded to demonstrate that it was possible, by making it look very easy indeed with some deft mouse movement that put my most feeble efforts to shame.

As I see it at the moment, Zeewolf has great potential, and if fulfilled it should do very nicely indeed. It is



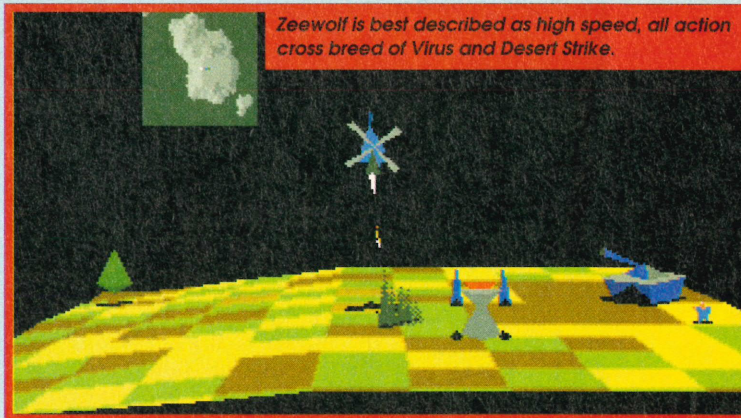
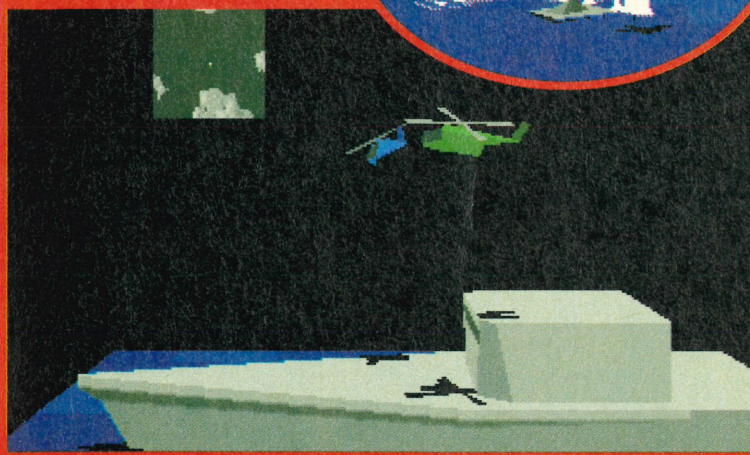
Your bullets rip a trail through the water. Sadly you have missed the target completely.

most certainly not going to be the greatest game of all time, and Binary Asylum are under no illusions to the contrary, but what they are hoping for is a good solid game that will stand them in good stead for whatever they decide to do next. For a first effort it is not looking half bad, but I would prefer to reserve my judgement on this one until I have seen a version that is nearer to completion.

One thing that was nice to hear was that the team are putting themselves under no pressure to get the game out by a certain date. The downfall of many a promising product has been brought about simply because the software company have rushed it out early. This is not going to happen to Zeewolf. As far as the game is concerned, I'm sitting squarely on the fence this time.

RIGHT: Once again you miss the target completely. We were warned it was tricky though.

BELOW: The designers are at present unsure whether this will be an enemy or your very own base.



Zeewolf is best described as high speed, all action cross breed of Virus and Desert Strike.

GIVING THE GA

Fed up of violating the Prime Directive simply because you don't know what to do? Consult our full solution and with a cry of, "What the hell is going on?" go boldly forth. Engage.

(That's The Next Generation, spanner - Paul.)

EPISODE 1: *Demon World*

The first episode begins at the Colony buildings on the planet surface. You should talk to Angevin and use the responses 1,1 and 1. When he has finished talking you should converse with both Spock and McCoy then enter the building to the south-east. You are now in a place known as the Gathering Hall.

In this room there is a man called Brother Stephen. You should talk to him and then use the medical tricorder on the man called Brother Chub. Exit to the north and then take the north path to the Klingon field. Use your stun phaser on the three Klingons and then use the science tricorder on them. You should then pick up the Klingon hand that is lying in front of the southernmost Klingon. Go north and you will be at the cave mouth.

The first thing you should do here is use the medical tricorder on the red berries to the right of the screen. Take the berries and exit south to the field with the stunned Klingons. Go south again and enter the south-east colony building again. You should be in the gathering hall again where you should give the berries to Brother Stephen and exit north. You will now be in Brother Stephen's study and should again give the berries to Brother Stephen. Next use the berries on the molecular synthesizer which is the machine in the north eastern corner of the room and this will make the hypodotoxin needed to cure the ailing Brother Chub. Before you do that though use the Klingon hand on Brother Stephen and then on the work table in the centre of the room.

Now use Kirk on the glass case and say response 2. Read mineral

specimens, meteorite, fossil shells, skull of small alien animal and twist of metal, then use response 6 (exit).

Look at Brother Stephen's computer and take the glass case to get a close up view of the inside. Take the skull and the twist of metal and take the exit to the north. Enter the south-eastern colony building again and use the hypodotoxin on Brother Chub. Talk to Brothers Stephen, Roberts, Chub and Grishnash and use the medical tricorder on each of them. Go to the cave mouth (north twice from outside the colony buildings) and go north into the tunnel and you will come to a cavern with a door. Use kill phaser on the upper left boulder, then upper right rocks, lower left rocks and finally lower right rocks.

You will uncover the previously trapped Brother Kandrey and you should use the medical tricorder and medical bag on him. Talk to him and use the Klingon hand on the pad on the right side of the door. This will open up the door and you should then exit to the north.

You are now in the Nauian control room where you should use the medical and science tricorders on the machines, the science tricorder on art and slide switches then use Kirk on the slide switches. Now align all three switches to middle position and use the science tricorder on the alien. Talk to the alien using response 2, 2 and use the skull on the alien, answer with response 1 and use the twist of metal on him.

All that is left then is to beam back aboard the U.S.S enterprise.



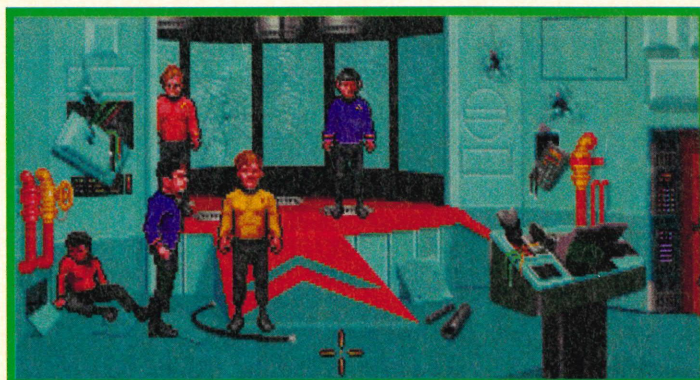
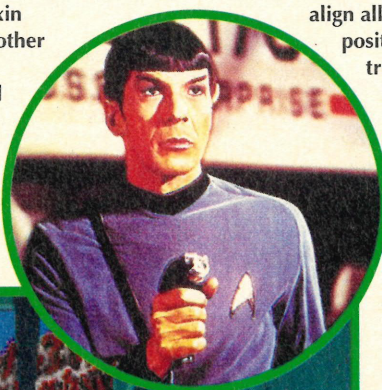
EPISODE 2: *Hijacked*

You need to fight pirates first before you can proceed anywhere. Hail the Masada and use responses 1,1 and talk to Spock. Use the computer and search Masada. Use Uhura and send prefix code 293391-197736-3829. Lower your won shields and beam across to the Masada. Use the medical tricorder on the transporter chief and take transmogrifier. Talk to the transporter chief and use Spock on the transporter controls and exit through the east door.

In the corridor use the science tricorder on the north door and the junk on the right side of the corridor. Get the junk and exit by the east door. In the brig use the stun phaser on the two guards and use the science tricorder on the forcefield, brig controls and the wires below brig controls. Now use Spock on the wires below the brig controls and then on the brig controls. Finally take the wires before exiting through the west door.

In the corridor use either phaser on the phaser welder and the charged up welder on the forcefield to the left of the door and a little above the ground. Exit south.

In the transporter room use phaser





welder on metal bits to make transmogripher bit on the transmogripher and then on the transporter controls. Use Spock on the controls and you will beam to the Masada bridge. Talk to Elasi Cereth in the captain's chair and use response 1. Finally beam back to the U.S.S. Enterprise to end the episode.

EPISODE 3: *Loves Labor Jeopardized*

Again you must engage in ship to ship combat before you can proceed.

Hail the ARK7 station and then beam to it. In the ARK7 bridge use Spock and McCoy on the central computer. Next use the medical tricorder on the room, then on Spock and use McCoy on the central computer again. You should read TLTDH Gas, Orborus Virus, Di-hydrogen Dioxide, Ammonia and Nitrous Oxide before exiting through the north door.

In the synthesizer room use Kirk on the left cabinet, take the anti grav unit, look at the synthesizer and then look at the synthesizer chamber (red). You should now exit through the east door and go north from the research lab.

You will now be in a fusion reactor room where you should take the wrench, use Kirk on right closet and use the wrench on N2 Tank valve. Use anti grav unit on N2 tank, use wrench on lower panel on far left computer console and use the science tricorder on insulation. Take insulation and exit south.

You will now find yourself in the

research lab where you should use the insulation in the distillator (south-most machine) and make the polyberylcarbonate. Now use Kirk on the freezer unit and take orborus virus culture. Exit to the synthesizer lab through the north-west door.

Use the wrench on top of the gas tanks to open the gas feed, then use Spock on the synthesizer controls. Take the water canister and use polyberylcarbonate in the synthesizer red chamber. Use Spock on the synthesizer controls and take TLTDH gas canister. Use wrench on top of gas tanks to close the gas feed and use the anti grav unit on the O2 tank. Use N2 tank on vacant valve and use the wrench on top of gas tanks to open the feed again. Use Spock on the synthesizer controls and take the ammonia canister. Finally exit through the east door.

In the research lab look at the viral accelerator which is the machine between the NW and N doors. Use the Orborus virus culture in the viral accelerator grey chamber



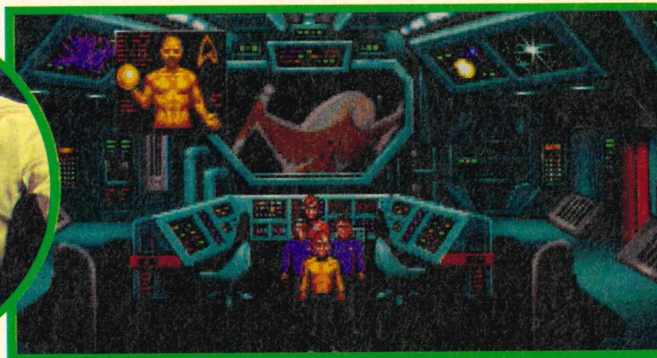
and the ammonia canister in the viral accelerator grey chamber. Use McCoy on the Viral Accelerator and take the Orborus cure from the viral accelerator grey chamber. Then exit through the north-west door. In the synthesizer lab use the Orborus cure in the synthesizer's red chamber, use Spock or McCoy on the synthesizer controls and take the Orborus cure serum. Use the serum on Spock and exit through the east door. Go through the research lab and exit through the north door.

Use wrench on the air vent in the upper right corner and use TLTDH gas in the air vent before exiting to the south. Use Kirk on the ladder in the NE area of the room and use the orborus cure serum on the Romulans, then use the water on the Romulans and Kirk on the ladder. Go now and use the wrench on top of the gas tanks and use the anti grav unit on the N2 tank and use the O2 tank on the vacant valve. Use wrench on top of gas tanks and use Spock on the synthesizer controls. Take the water canister and exit through the east door.

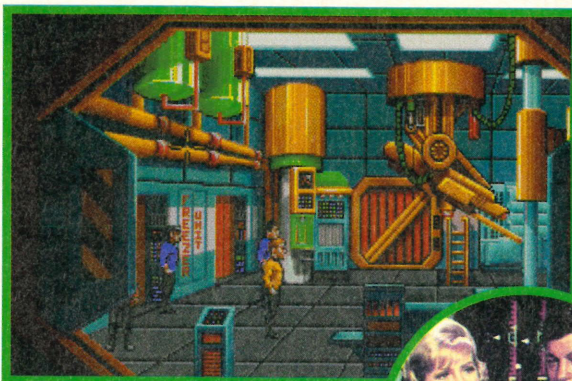
Use Kirk on the ladder and exit through the north door. Use the Orborus cure on Romulan Preax, use water on Preax and untie prisoners. Talk to Preax using response 1 and beam back to the Enterprise.

EPISODE 4: *Another Fine Mess*

On the Enterprise fight the pirates and navigate to the Harrap System. Talk to Spock and hail Harry Mudd. Beam to derelict and talk to Harry Nud. Use the science tricorder



STAR TREK



on the box of orange orbs and use the science tricorder on the box south of the orb. Use the medical tricorder on the broken box and take the orange orb. Take the degrimer and lens and use lens on degrimer. Use new device on anything before exiting south.

Use the science tricorder on the columns and use the tricorder on sav-a-ship and hatch before exiting through the north door. Go through the cargo hold and again take the north exit. Use the science tricorder on the left canisters and control panels red, yellow and blue buttons. Then use Spock on the blue buttons and the red button. Answer using response 2 and exit through the north-east door. Go through the sickbay and exit north.

On the bridge use Spock on the controls and then take the Doover before exiting south-west.

In the computer library use Spock on the large orange spheroid and use the medical tricorder on the sphere as well. Use Spock again on the object and then use the small orange orb on the large orange spheroid then exit through the east door.

Go south twice and use responses 1 and 2 when Harry talks to Kirk. Use Doover on sav-a-ship and

then exit through the north door before going north-east to the sickbay.

Use Spock on Harry Mudd and take the vial from the dispensary (centre panel). Use green vial on console below dispensary and use medical bag on Harry Mudd. Exit through the north door and use Spock on the left control chair.

Read sensors, navigation and engineering and use Kirk on the right control chair. Read viewscreen and communications then choose response 3.

Harry talks to Kirk and he should use response 2 before beaming back to the Enterprise to end the mission.



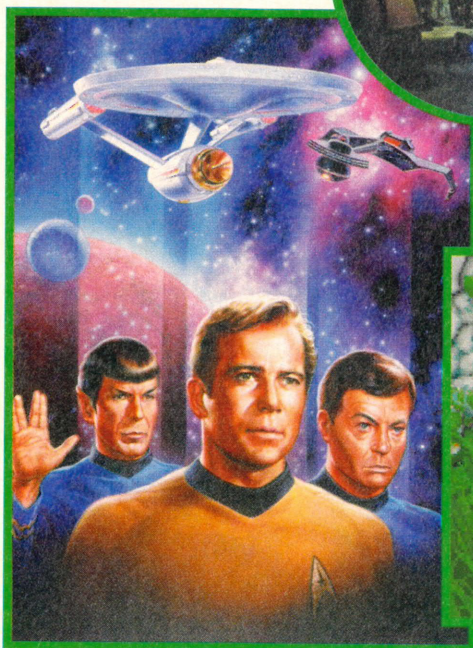
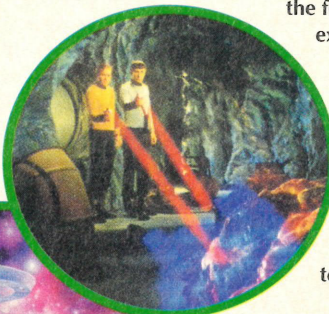
EPISODE 5: Trial and Error

A Klingon cruiser will hail the Enterprise and you should use responses 2 then 1. Orbit the planet, talk to Spock and beam down. Meet Quetzacoatl and use the science tricorder on him. Next use the medical tricorder on him and talk to him using responses 1, 1 and 1. In the pit use the science tricorder on the area and get the rocks. Use rock on snake hole and take snake. Use rock on top left and middle vine loops and use Kirk on vine. Exit west twice.

Use snake on Txolac and on Kirk. take knife and exit west then north. Use the knife on the fern near the river bank and use the fern leaf in the river before exiting west across the log.

In the cavern use the science tricorder on stalagmites and the knife on the red crystal. Exit west to Quetzacoatl's home where he will talk to Kirk. Use the responses 2, 2, 2 and then beam back to the enterprise.

Vlitch will talk to Kirk who should respond with 1 then 2. At this point the Enterprise will warp to Hrakkour where Vlitch will again talk to Kirk. Respond with 2, 2, 2, 1, 3 and you will move to the



lightning creature room. Use the science tricorder on the lightning creature and on the floor then take the wood rod. Use the kill phaser on the floor and use the wood rod on the molten metal from the phaser blast. Use the metal coated rod on the lightning creature and use the science tricorder on the door lock. Use communicator and respond with 2 and 1. Use Spock on the door lock.

In the gem room take three green gems and use the three green gems on the pedestal on the left side of the room. Make Kirk walk into the yellow light and when he talks to Vlitch use response 3. Finally beam back to the Enterprise to end the episode.

EPISODE 6: That Old Devil Moon

Use the computer and search for Scythe, Lucrs, Sofs, base 3 and base 4 then beam down to Scythe.

Use the science tricorder on the ground and take rocks. Use the science tricorder on the head like monoliths and exit through the west door. Use Spock on the door lock and input code 10200 before exiting north through the door.

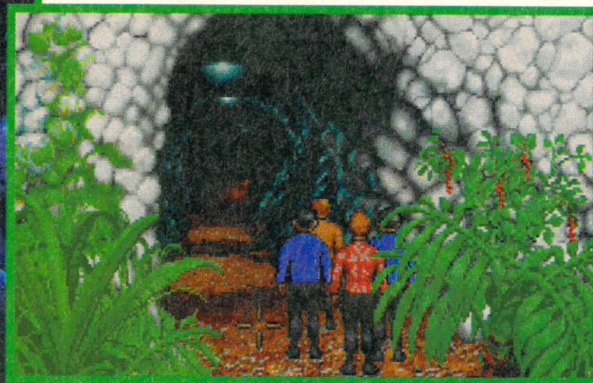
Use Spock on left console and input code 122 and again exit north through the door. Use the science tricorder on the north door lock and exit east. Now use the science tricorder on the laser drill control panel on the far wall and use Spock on the laser drill control panel. Set the power to 100 and use rocks on keycard template. Use Spock on laser drill control panel and set the power to 10, take the keycard and use Kirk on box. Get wire, in box and exit west door.

Use keycard on north door to open the lock and go north. Use the science tricorder on missiles, Spock on left and right computers. Then use the science tricorder on left and right computers, use the wire on the right computer, Spock on the left computer and beam back to the Enterprise to finish off the episode.

EPISODE 7: Vengeance

On the Enterprise use Uhura response 1. On the bridge of the republic use the medical tricorder on dead man at the right side of the bridge and on the dead captain by the chair. Look at the dead captain and use the science tricorder on the captain's chair and computer banks on the left and right sides of the bridge. Then go through the exit to the south.

In the sickbay use the medical tricorder on the dead blue shirt, look at the crew woman and use the medical tricorder on her, then the medical kit. Talk to the crew woman, use the communicator and answer with response 1. Beam back to the Enterprise where you should use intercept or hail choices. The final showdown comes with a battle between the Enterprise and clone of itself along with two Elashi ships. Succeed and the game is at an end!



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AMIGA ACTION MAR'94

GIVING THE GA

GOBLINS 3

Goblins can be frustrating creatures at the best of times. We've not had any experience of them apart from the various versions of Coktel Vision's game, but we've got another trusty guide to help you out.

Woa! Before you go bounding into action take note that Blount is alone. He is then joined by Chump, and in just the same way as Goblins 2 the characters can move simultaneously. Chump isn't privileged enough to have his own inventory; in fact he is very limited in what he can actually do apart from provide trusty companionship for Blount.

SHIP

OBJECTIVE: To leave the ship

Undo the knotted rope on the railing and pick the golf club off the deck. Use the coin to unscrew the hook and then attach the hook to the loop. Collect the pepper and plunger from the toolbox and hit the parrot (Chump) with the golf club. You'll find he lands in a hole so use the plunger to release him. Use Chump as the weight at the end of the rope so that you can grab the umbrella that rises on the hook and then Blount takes the umbrella.

Position Chump on the springboard with Blount on the moving hand. As he jumps



this will catapult Blount through the air to the top arm where he picks up the tooth. Take Blount to the barrel and place the umbrella at the opening of the barrel. Cut the rope with the tooth and off you tumble to the next level.

IDOL

OBJECTIVE: To beat the guards and free Wynnona

Seven guards are keeping Wynnona prisoner which initially puts off poor Blount. However as soon as he casts his eyes on the beautiful princess he soon starts his valiant fight to free her. You will need to hit the guards from behind as well as in front.

First of all use the warm air closest to the idol to rise near to the cave where Wynnona is so that you get a peak at her. It is important you do this before clubbing any of the guards. You can then use the spring loaded stones to jump to different parts of the screen.

Hercules is the first unfortunate guard to suffer at the wrath of Blount who hits him from the front. Hit Gromelon in the same way and pick up the toasted bread from the



ground. When it comes to Mac it is time to use the coin. The coin will fall down and when Mac bends down to pick it up club him. Put the toasted bread in

the helmet and crush it with the club, picking up the crumbs with the other helmet.

Use the spring stone to get to Banzia and put crumbs down his collar. When the guard wriggles about club him and take his shield. (Gets even more charming!)

Take up the stone hand laying on the ground near to Kendo and offer it to him. While he is looking at the hand belt him with the golf club. Pick up the hand again. You





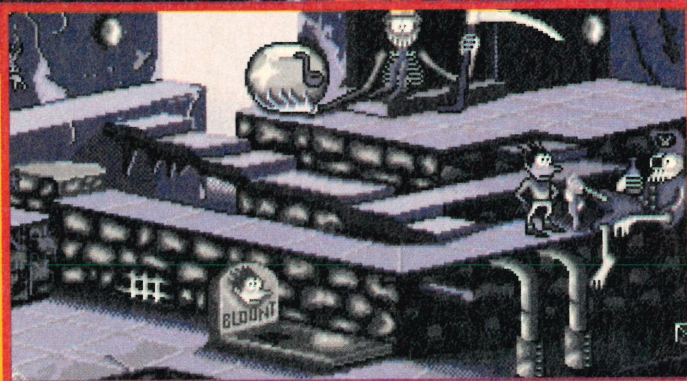
will need it later on in the game. Only three left now! Place the shield on the branch near to Zembla, put Blount behind him and put some pepper on his back. When he sneezes he'll knock himself out on the shield. Pick up the stick he leaves behind and move onto Django. Chump causes the guard to stick his tongue out and then get Blount to pull on it. Use the stick to climb above Punky and then Chump diverts his attention. When he moves one step forward push the rock with Blount. Fourbalus grabs the labyrinth's key and Wynnona runs after him. To his peril Blount remains by himself to be torn to pieces by a vicious wolf after King Bod arrives.

DEATH

OBJECTIVE:
To put the three will-o'-the-wisps (fire) into the bowl which sends a beam back into the ball. Most morbidly the screen is initially black because Blount has met his death

Find the matches and strike them at the upper right hand side which will illuminate the screen in black and white.

To resurrect, Blount must make the screen coloured again. To accomplish that, three will-o'-the-wisp must be captured: a



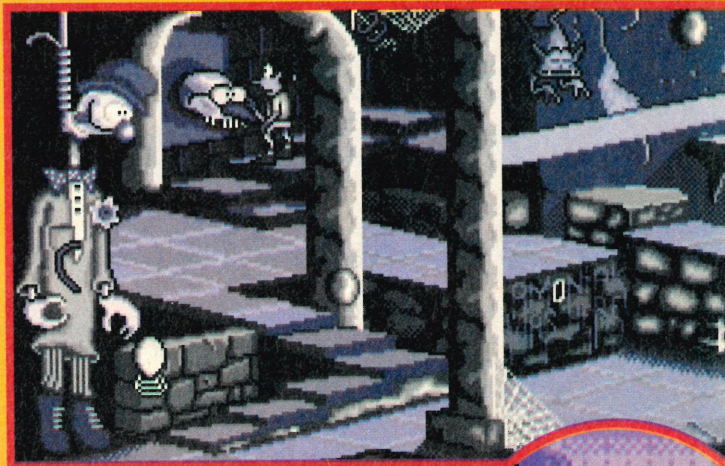
yellow, red and blue one. When put in the ball they will illuminate the screen in the corresponding colours or in green, purple and orange.

Take a piece of the scythe by clicking on it. To set each will-o'-the-wisp free, you must use the scythe on each one of their dens.

In order to catch the blue will-o' you will need to cut down the clown's tubes with the scythe and take the spectacles from his pocket. Pick the tube up off the floor and put the spectacles on the skull. When you open the skull the fire will go inside. Close the skull and take the blue fire out. Retrieve the spectacles from the skull, and go on to catch the yellow will-o'.

Set the pirate's wooden leg on fire with some of the matches and then put the fire out with some water from the tube you are carrying. Pick up the yellow fire in the bowl and when the screen turns yellow press the button which says 'Amodiak was here'. At this point the mirror falls which you pick up.

Add the blue fire to the bowl and when the screen turns green take the cork from the green hand and put the mirror in it. To catch the red will-o'-the-wisp take the ladel from the bowl and use the ladel on the inscription. Blood is taken. Pour the blood into the bottle



that the pirate is holding and pick up the bottle after the pirate discards it. Put the bottle of blood on the pedestal next to the green hand holding the mirror and then put the cork in the bottle after the red fire has entered. Remove the blue and yellow fire with the ladel and add the red fire to the bowl. When the screen turns red put the scythe on the vampire that appears above the Pirate and add the blue fire.

Place the spectacles on the skull that appears and add the yellow fire to the bowl. A beam emerges from the bowl and bounces off the mirror, the pair of glasses, the vampire's tooth and heads back to the bowl. Blount returns from the dead.

COUNTRYSIDE

OBJECTIVE:
To force the wicked dragon to drink the memorium potion

Blount has amazingly turned into a giant in a land of small creatures after drinking the memorium potion.

Pick up the two stones that are lying behind the castle and then plunge the haystack by the burning building into the basin full of water. Use the resulting sponge on the building that is burning and take the pitchfork from the haystack. Use it to recover some meat from the dragon's mouse trap and move the hand of stone on the mouse trap to send Chump up to the castle. Now put Blount on the lever and bring Chump back down to the ground. You'll find that Blount lands on the castle. Lift the princess's roof and talk to her and then put the Dolmen stone on the thorns. Time to see the knight who gives you the memorium potion which you put into the basin, and time to find something to spice up the meat, but not...

...UNTIL NEXT MONTH

We like to keep our reader's interest soaring, which is why we're making you wait. Nah! We're not that cruel, but we don't have room for the second half of the solution, so you'll just have to tune in next month if you want to complete this goblin', bogglin' game. Until then, then...



3 SNITBOG

SMALL TIPS -->

OK, yes, thank you. You can stop sending in the Cannon Fodder and Mortal Kombat cheats now.

MORTAL KOMBAT

Here are the death moves. Simple as that. Use them to thrill your friends and annoy your neighbours.

Raiden: Towards (your opponent), away, away, away, fire. (Head explodes)

Kano: Away, away, fire. (Heart ripped out.)

Sonya: Towards, towards, away, away, fire. (Kiss of death!)

Sub-Zero: Towards, down, towards, fire. (Head ripped off.)

Johnny Cage: Towards, towards, towards, fire. (Punch head off.)

Scorpion: Down, down, fire. (Flame thrower.)

Liu Kang: Down, away, towards, down. (Deadly scissors kick.)



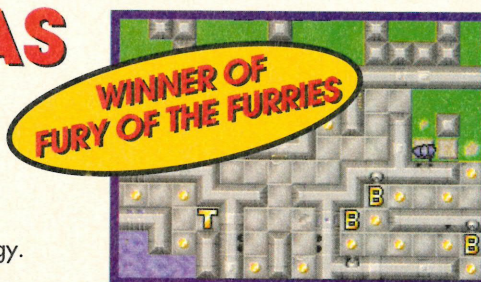
CHAMP MANAGER '93

Half-time Stats			
CHESTER		H.B.A.	
01	W. DILLON	01	S. INVALOR
02	G. REEL	02	S. MCNALLY
03	G. REEL	03	S. MCNALLY
04	S. HIRSHMAN	04	S. MCNALLY
05	S. HIRSHMAN	05	S. MCNALLY
06	S. HIRSHMAN	06	S. MCNALLY
07	S. HIRSHMAN	07	S. MCNALLY
08	S. HIRSHMAN	08	S. MCNALLY
09	S. HIRSHMAN	09	S. MCNALLY
10	S. HIRSHMAN	10	S. MCNALLY
11	S. HIRSHMAN	11	S. MCNALLY
12	S. HIRSHMAN	12	S. MCNALLY
13	S. HIRSHMAN	13	S. MCNALLY
14	S. HIRSHMAN	14	S. MCNALLY
15	S. HIRSHMAN	15	S. MCNALLY
16	S. HIRSHMAN	16	S. MCNALLY
17	S. HIRSHMAN	17	S. MCNALLY
18	S. HIRSHMAN	18	S. MCNALLY
19	S. HIRSHMAN	19	S. MCNALLY
20	S. HIRSHMAN	20	S. MCNALLY
DEFENCE	54%	DEFENCE	74%
MIDFIELD	52%	MIDFIELD	57%
ATTACK	52%	ATTACK	15%
ATTEMPTS	1	ATTEMPTS	1
ATTENDANCE	2000	ATTENDANCE	2000

Jaime Ward of Widnes sent a convoluted hint that we managed to make some sense of, we think. If, say, you support a pump team (like Burnley) and want to manage them, start a two player game with another, better team as well. Then buy all the players off your good team really cheaply, and, well, you'll have a better team, likely as not. In fact, thinking about it, why not start a four player game, or even more! Not much of a cheat this, is it? Sorry.

MEAN AREANAS

Type in CHEAT on the password screen to find yourself in an enemy-less arena filled with goodies. Collect the bonus item in the arena to further the cheat mode and use [HELP] to skip levels, [DELETE] for shield, [L] for extra lives, [W] for extra weapons, [B] for extra bombs and [E] for extra energy. Cheers then, Mark Ross. Mate.



CHRISTMAS LEMMINGS

"Flurry" level codes.

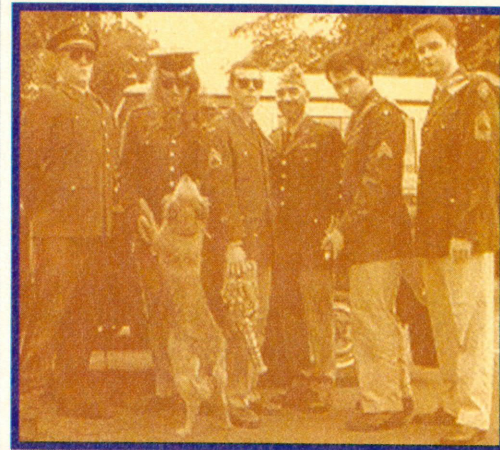
1 IJLDLCCAD	9 CAJJMDLJAD
2 NJLDLCADAQ	10 MJHMDLCKAO
3 HNDHCMNEAJ	11 NJOLHCELAD
4 LDLCAJNFAS	12 JMDLCINMAS
5 DLCMJLLGAF	13 MDLCAJLNAJ
6 DLCIKLLGAK	14 DLCIJNMOAE
7 LCANNLDHAI	15 LCAOIMDPAQ
8 CINNLDLIAR	16 CINNMDLQAK

"Blitz" level codes.

1 CAJJNNHBB	9 CAJJMLFUBG
2 IJLFLCCBG	10 IKHMFLLCKBO
3 NJLFLCADBD	11 NJMFLCALBM
4 JLFCLINEBM	12 JMFLLCIMMBF
5 LFLCAJNFBF	13 NFLCAKLNBM
6 FLCIKLLGBN	14 NHCMKNNOBS
7 LCANNLFHBL	15 LCANNMFPBE
8 CINMLFLIBE	16 BMNNMMLQBI

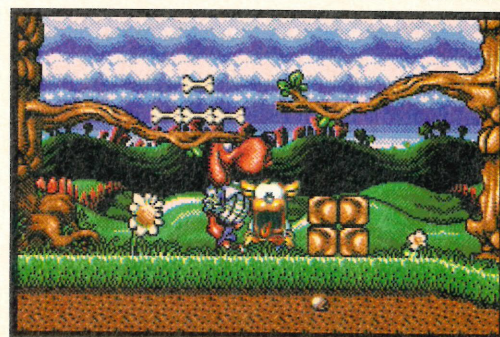
CANNON FODDER

At the start of the game, or on completion of a mission, go into the Save game option and enter "Jools" (fnarr) as a filename. Your section leader will become a four star General and very hard to boot. When he eventually does get killed, use the cheat again and again. If you like.



ALFRED CHICKEN CD32

Using the control pad, play the game a right lot until you are really, really good. Now play through to the end using your expertise. Yes.



WONDERDOG

Passwords, courtesy of Steve Southell of - hurrah! - Macclesfield.

- 2 LEMONADE
- 3 PHARMACY
- 4 ULTIMATE
- 5 DANIELLE
- 6 LUZOZADE

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 GNR- LIVE + LET DIE (2)
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 DEBUSSY 2
 YAMMA YAMMA
 L7- WARGASM (2)
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JET STRIKE

work in progress

STARLORD

As the search for computer game power rages ever onwards, we take a look at how MicroProse's massive space sim is shaping up.

BY: JASON DUTTON

Picture the scene... children playing happily by the glistening waters of a nearby stream as their proud parents look on and remember the good old days of young love, rebellion and friendship. Surrounded by fresh green grass, a kaleidoscope of wild flowers and the things they most adored, they could not believe a more beautiful place anywhere in the galaxy existed.

Hold on a minute! Is it me or is something not quite right here?

Let's try this again... the planets are blistering

under the heat of continual enemy bombardment by high powered, sophisticated weaponry. Controlled by tyrannical dictators who thrive on misery and suffering, the advancing armies will stop at nothing to gain complete control of a mineral rich galaxy. Murder, kidnapping, famine and corruption are rife as the warring families try to deliver the final blow that pronounces them emperors of the galaxy, forcing the other Starlords to bow gracefully.

There we go, that sounds a little better, doesn't it? Well, now we've sorted the galaxy out, let's begin to look at the game.

Starlord is set in a violent, morally unsound galaxy where opposing families engage in the ultimate battle for supremacy. It is an immense game of galactic domination, which successfully combines huge 3D battles and a strategic challenge without par, to produce one of the most long awaited games of the year. It is already being described as an epic in space combat.

You are a young ambitious Starlord who has set his sights at the top of the aristocratic ladder. Assassination, betrayal, family ties and feudalism all play a part in this titanic struggle to become the Emperor of the galaxy. As with most tales of galactic domination, there's a small snag, you must compete against 999 other desperate lords who also envisage their coat of arms above the throne room door.

The climb to the top is not easy. You must first trade and battle your way through the ranks of baron and duke before finally making it to king and it is only the king who can attempt to overthrow the current emperor.

Once you have done all of this, you are halfway to completing the game. Then before you can truly say the galaxy is yours you must install five family members into the vacant king and

Jason Dutton is the PR Manager for MicroProse UK Games Division.

The attack is repelled by some astute shooting on behalf of your own intrepid fighter pilots.

A huge explosion off the starboard bow rocks the fleet.

A direct hit causes a great loss of life on one of your flagships. It'll take months to rebuild.

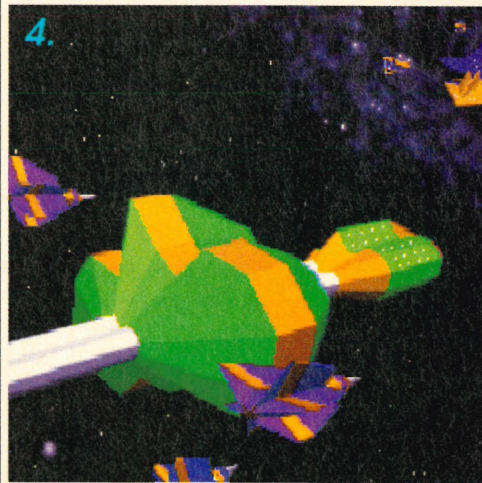
queen spots.

Once you've chosen a home base planet, you will be allocated a small amount of food and minerals, as well as a mediocre treasury room which contains your limited funds. Your objective is simple, negotiate your way across the star system and win the respect or fear of the opposing lords while climbing up the hierarchic ladder.

This can be done in a number of ways which include skilful trading, bargaining, marriage, family invasion and of course the old favourite, all out war. Trading is an important part of the game as you are solely responsible for the entire food and water consumption of your attacking fleet. You will also have to purchase the necessary artifacts and fighter



1. The Battle Fleet begins to close in on their ultimate target – the worlds that lie below you.
2. A surprise attack hits one of your ships off guard causing tremendous damage to it.
3. The explosion causes damage to the engine room and wipes out some of your crew too.
4. The ships square off for the final battle. At the end there will only be one survivor.



ships to pay the mercenaries if you need to turn a battle slightly in your favour.

Marriage – that old institution where what's hers is hers and what's yours is hers, also features heavily in Starlord. If you marry into another family, or father a few offsprings in the dynasty mode, you can call them all to arms and send the entire combined forces into attack. This method of destruction can prove devastating and also allows you to form a mental picture of the huge 3D battle scenes that take place where hundreds of ships can be seen battling it out over a barren planet.

The battles themselves can be fought in one of two ways. Your first choice is simulated combat where the computer takes into account several key factors before announcing a winner. It will weigh up the relative strengths and weaknesses of the two fleets, perform vast statistical calculations and combine these with other important elements before deciding the outcome.

The second choice is definitely the funniest of the two. Selecting the "Real-time" mode puts you in the pilot's seat of one of your own fighter ships and allows you to control the actions of this particular ship and also direct the battle from your chair. This method brings into effect the glorious 3D battle sequences which contain beautifully rendered

planet surfaces and extremely detailed ships. From here you must take out the planetary defences before attacking the planet itself and taking control. This is your first step to creating your own dynasty.

The artificial intelligence of the opposing Starlords is very good indeed. For example, if you were travelling around the solar system and attacked Lord Amiga, his entire family would be after you like a shot and also make it virtually impossible for you to trade and re-equip your ship at any of their planets.

With this in mind, Starlord puts the strategical side of the game before the 3D action. You could spend an age building up a powerful army and keeping your treasury topped up while the Emperor is overthrown, and you must resort to a call of arms only to be ignored by your family. Then, while you are away from your base star, you could find yourself being attacked by enemy ships, your family members assassinated and blackmailed while your son fights off a sultry seductress from another planet. Starlord is very much a game of backstabbing intrigue, corruption and all-out nastiness!

(Well that's the official party line, and a likely story too! We'll be on the case next month to check out how it's all *really* shaping up, by which time some Amiga screenshots might be in order – Paul.)

BLACK CRYPT

Publisher: Hit Squad

Price: £12.99

Programmed by a team of Dungeons and Dragons fanatics, Black Crypt transports you into the realms of fantasy. A very nasty bloke going by the name of Estoroth Paingiver was banished from the country of Astera for unspeakable acts (the mind boggles) several centuries ago. But now, he's feeling a few pangs of homesickness and is anxious to make his way back to his homeland.

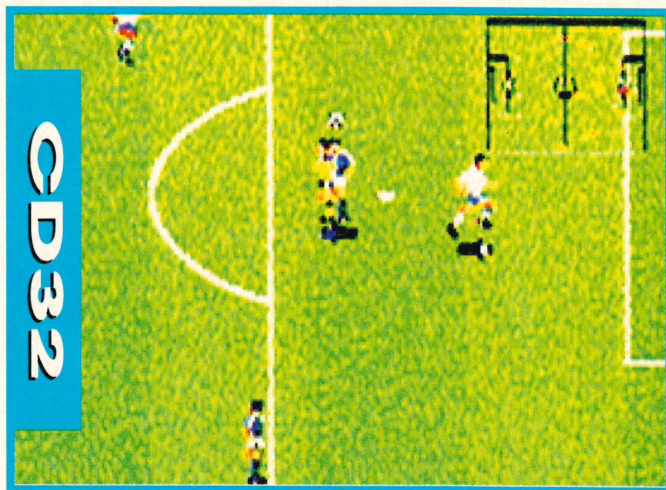
Charged with the task of preventing the evil Estoroth from returning home to wreak his terrible revenge, you must gather together a fearsome fighting force composed of four of the best warriors around and then venture forth into the Black Crypt.

The game features 12 dungeons, 20 levels including a special underwater section and a full musical score as well as fully animated sequences and digitised sound effects. If this still isn't enough, the game manual contains comprehensive clues to all the dungeons and a six page story called 'The Lore of Black Crypt' which complements the action nicely.

REVIEWED BY:

Rachel

SCORE 80%



JOHN BARNES EURO FOOTBALL

Publisher: Buzz

Price: £14.99

That perennial one-man injury crisis, John Barnes, heralds a new dawn for our budget games pages, as this is the first CD32 game to be featured in this section. European Football is an arcade simulation of the European Championships in Sweden (in which Barnes played no part incidentally), and includes all the usual stuff which should be expected in this sort of game. The action scrolls horizontally and you control the player nearest the ball, but I found using the joypad to control the action very tricky indeed.

The main selling point is obviously the John Barnes licence, and as a result, the programmers have built in a special free kick option which allows the player to build defensive walls and carry out complex free kick routines. Not the best footie sim, but the CD format ensures quality sound effects if nothing else.

REVIEWED BY:

Neil

SCORE 67%

JAMES POND 2 - ROBOCOD

Publisher: Kixx

Price: £9.99

At last the best ever platformer on the Amiga is here in budget form! For anybody who hasn't already heard, Dr. Maybe has taken over the Central Toy Factory at the North Pole and is intent on wreaking havoc over the Christmas period with a number of stuffed toy penguins which he has impregnated with potentially lethal explosive devices.

Your mission as James Pond (codename RoboCod, you know) is to infiltrate the factory and render all the toy penguins inactive within the next 48 hours. Armed with your trusty Expandosuit, which allows your head to leave your feet well behind, you must embark on your task to find the penguins over nine levels of platforms and seriously disturbed toys.

"Excellent stuff all round", sums up James Pond 2 and anyone would be advised to stump up the cash for this budget release.



REVIEWED BY:

Neil

SCORE 90%

ARABIAN NIGHTS

Publisher: Buzz

Price: £14.99

More CD32 fun from Buzz, this time in the shape of platformer Arabian Nights. A fortuitous release date means that the success of Disney's Aladdin (in all its forms) will still be fresh in people's memory, and there may be a bit of old Baghdadian interest coming the way of this game.

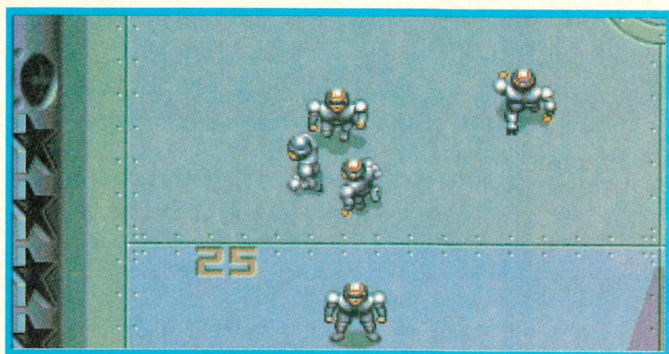
Sinbad Junior is an apprentice gardener(!) working at the Caliph's enormous lush green gardens. Sinbad is quietly tending the begonias one day when he notices the Caliph's beautiful daughter watching him at work. Suddenly a demon appears from the skies and kidnaps the princess in the name of the Grand Vizier who wants to marry her himself, thereby becoming heir to the throne.

You control Sinbad Junior as he fights his way through various levels of Middle Eastern promise in an attempt to rescue the beautiful Princess Laila from the clutches of the evil Vizier. Enjoyable platform romp and well worth a splurge.



REVIEWED BY:
Neil

SCORE 81%



SPEEDBALL 2

Publisher: Kixx

Price: £9.99

Before Brutal Sports Football appeared on the shelves, the most violent way in which a gamesplayer could simulate our great national sport was to take to the pitch for a few games of Speedball.

Taking charge of a futuristic football team, you must choose the best players at your disposal and then lead them onto the bleak gaming court in front of thousands of screaming fans who have come to the match in the hope of seeing some bone-crunching collisions, and maybe even a little blood if it's an exceptionally good game.

The match sequence involves two teams of armour plated warriors chucking a large metal ball around the pitch in the direction of the opposition's goal. Points and cash bonuses can be gathered on the way to provide a bit of variety, so it's not just about scoring goals, but this is still the best way to succeed.

Flying head-high tackles are the order of the day (hear the crash of metal on metal), and there is a replay facility which allows you to study your most picturesque goals time and time again. Sensible Soccer it's not, but who cares when there's this much gratuitous violence on offer?

REVIEWED BY:
Neil

SCORE 83%

RAILROAD TYCOON

Publisher: Action 16

Price: £16.99

At one time or another, everybody in Britain must have cursed the inadequacies of British Rail. Maybe you have stood on a frozen platform waiting for a train which was eventually cancelled, or alternatively you may have stood in the aisle for a journey of 300 miles because there weren't enough carriages on the train for the extra passengers. Whatever the reason though, you won't be alone if you have felt secure in the knowledge that you could do a better job yourself. Sid Meier's Railroad Tycoon allows you to do exactly that, so now's your chance to prove to yourself that you were right after all.

Starting from the humblest of beginnings, you must wisely spend money to purchase engines, lay tracks and build stations. Then just watch your budding empire grow and prepare to reap the profits from your enterprising actions.

Railroad Tycoon is regarded as one of the classic strategy sims and it would be a crime for any strat fan to pass up the opportunity of buying the game at such an attractive price.

REVIEWED BY:
Rachel

SCORE 91%



STREETFIGHTER 2

Publisher: Kixx XL

Price: £14.99

Ken, Ryu and the rest of the bunch are arguably the most popular non-platform characters of all time. There is no doubting their collective success on the console and arcade formats, but on the Amiga?

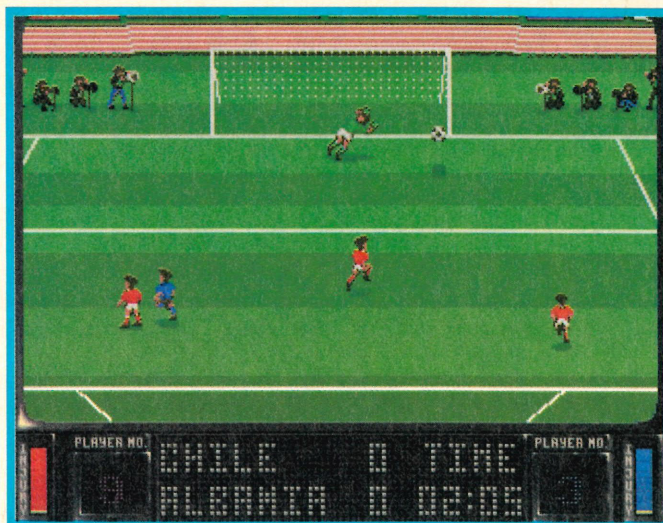
At the time I felt it was the best of a bad bunch as far as Amiga beat'em-ups go, but times have changed. Mortal Kombat is here and it wipes the floor with this.

Hopes were high for this as far, as I was concerned, because it has always been one of my favourite games. Excuses were made at the time that it was the Amiga that couldn't handle the game, not simply bad programming.

It is too slow by far to stay the distance with its illustrious rival, and although the graphics are better than anyone could have hoped for I cannot really recommend it to anyone, not even a die-hard fan.

REVIEWED BY:
Steve

SCORE 53%



STRIKER

Publisher: GBH

Price: £9.99

Striker was originally released at the same time as the legendary Sensible Soccer. As a result, it got kind of lost amid the furore caused by its counterpart, a shame really because it is a fine footy sim.

Featuring 64 international teams and far better graphics than any of the other offerings available, the only thing going against this is it's not quite as instantly accessible as Sensible Soccer was, thus putting some of the less patient amongst you off immediately. Persevere though and you will reap the rewards.

Enough time has passed now for even the most ardent fan to have tired of their overhead favourite and with this coming at such a cheap price you shouldn't really pass up on it. It is quite possibly the second best game of its type.

Sensible World of Soccer is looming up on the horizon, but until then this should more than tide you football fans over.

REVIEWED BY:
Steve

SCORE 81%

ANOTHER WORLD

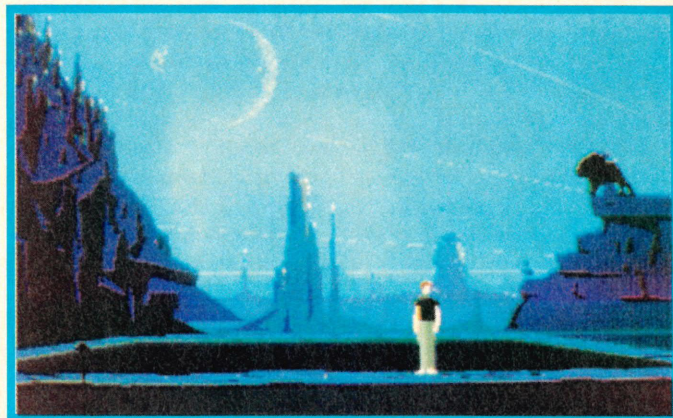
Publisher: Kixx XL

Price: £14.99

Late one night, whilst fiddling with one of his ridiculously complex pieces of machinery, this bloke is transported to another world, hence the name. In this world his only aim is to escape, by whatever means possible. During the trip he will face mind-numbingly complicated puzzles and terrifying monsters.

The game features stunning animation, some of the best ever seen in fact, but I feel the graphics are perhaps a little lacking in detail for today's hardened gamer. The major problem though, and the one thing that ruins the game entirely, is the stupidly easy difficulty level. Anyone who takes more than half a day to complete this should consider themselves a very poor gamesplayer indeed.

What there is here is excellent, but there just isn't enough. A good game, but only really worth buying now it's cheapened up a bit in its new budget form.



REVIEWED BY:
Neil

SCORE 77%

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ASHES

Publisher: Action 16

Price: £16.99

Originally entitled Ashes of Empire, this is the second offering from Action 16 this month and also the second strategy game. The action is based around the events which have taken place in Eastern Europe in modern times, so naturally political struggles and upheaval have an important part to play.

Your task is to devise your own peace plan which can be put into action in all the troubled neighbouring states and which you hope will eventually restore a trouble-free calm to the area.

The game itself is user friendly in the extreme. Although the manual is fairly weighty and will need some reading if you are to have any great degree of success, the maps and 3D gaming environment are very well presented indeed.

Yet again, we have another game which strategy fans should seriously consider making a space for on their games shelf or cupboard or wherever you keep all those things.

REVIEWED BY:
Steve

SCORE 86%



LORDS OF CHAOS

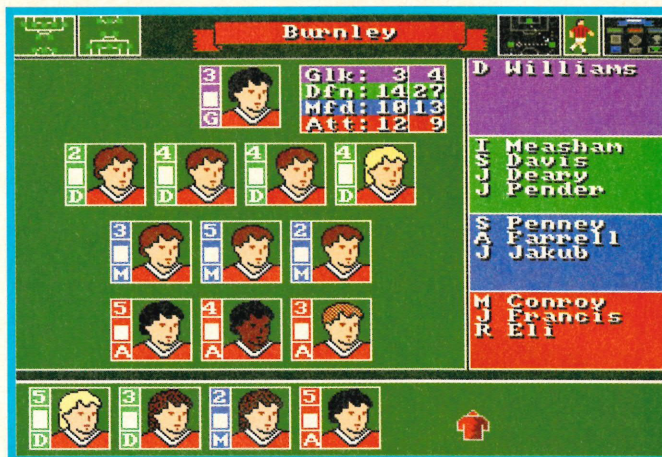
Publisher: Buzz

Price: £9.99

In Lords of Chaos you control a warlock-like figure who is desperate to enter Limbo, which seems to be a sort of wizard's heaven. So, why not just pack up his bags and get on his way then? Well, if only it was so easy! There are three other wizards who have exactly the same idea and being a pretty selfish bunch, are less than willing to enjoy the delights of Limbo with anybody else.

The only way to make it to your goal alone is to use the spells at your disposal, kill the monsters which get in your way and collect various objects. Amassing as many victory points as possible in this fashion, you should be able to defeat the other wizards who are trying to muscle in on your action and eventually exit the level via the special portal to Limbo.

Although tricky to pick up, LOC allows up to four players to compete at once and this is where the majority of the fun lies.



PREMIER DIVISION

Publisher: Zeppelin

Price: £9.99

The fact that no British side has qualified for the World Cup finals in the USA means that TV coverage in this country may not be as comprehensive as usual. If you don't like football then this is probably good news. On the other hand, thousands of footy supporters will be more than disappointed to learn that their four-yearly fix may be a little curtailed.

Never fear because Zeppelin have attempted to satisfy this craving for all things spherical by releasing their football management sim, Premier Division. All the usual stuff is provided, league and cup matches, transfer dealings, injuries to your favourite players and a little budgeting to keep the wolves from your door. There's even a sort of computerised board game version for up to four players included.

To be honest Premier Division lags behind Graham Taylor, but it is playable and represents good value for money.

REVIEWED BY:
Neil

SCORE 70%



REVIEWED BY:
Neil

SCORE 73%

LOTUS TRILOGY

Publisher: Gremlin

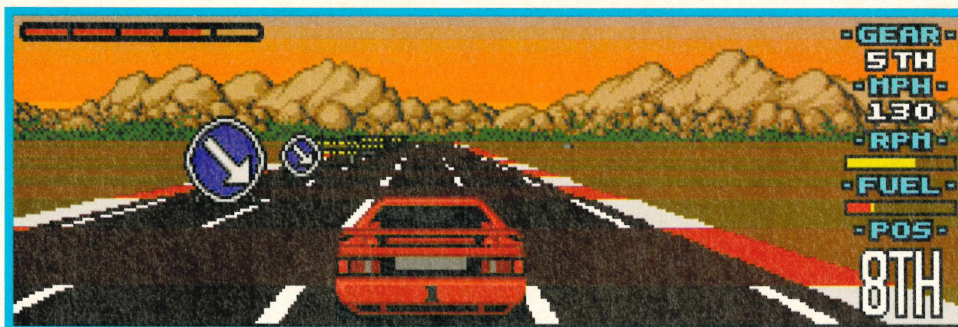
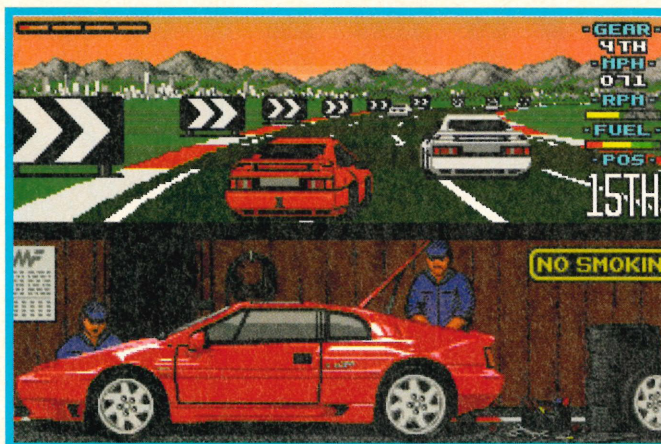
Price: £29.99

The first in the Lotus Trilogy, **Lotus Esprit Turbo Challenge**, contains steps in the instruction manual for loading the game not only into an Amiga or ST, but also into the tape decks of the Spectrum, C64 and Amstrad, which is amazing when, on looking back, you find the quality of the game equal to, if not better than, most of the similar offerings on the market today.

Graphically it was way ahead of the rest, and in terms of controllability it was and still is a bit of a star as well. Having said that, it is the undemanding car control which is in some small part its downfall – it makes the whole thing far too easy and racing experts (like, ahem, Nigel Mansell and his merry band) should have no difficulty in winning every single race. The half-screen-racing-half-screen-blokes-fiddling-with-car one-player mode is rather strange too and the fact that the other cars simply weave from left to right in a very obvious pattern make them a cinch to overtake. Still a good game though...

Tough enough

Lotus Turbo Challenge 2 toughens up a bit on the difficulty level and offers the chance for a four player game via a modem cable. Although the original is still regarded by many as the best of the three, my personal leanings are towards this one, as the weather detail and different tracks convey a changing atmosphere for each



game. The game comprises of eight stages, from desert, through to fog and on to city. It is complete with the traditional checkpoint system and the slightly clever opposition cars which make for a better all round challenge.

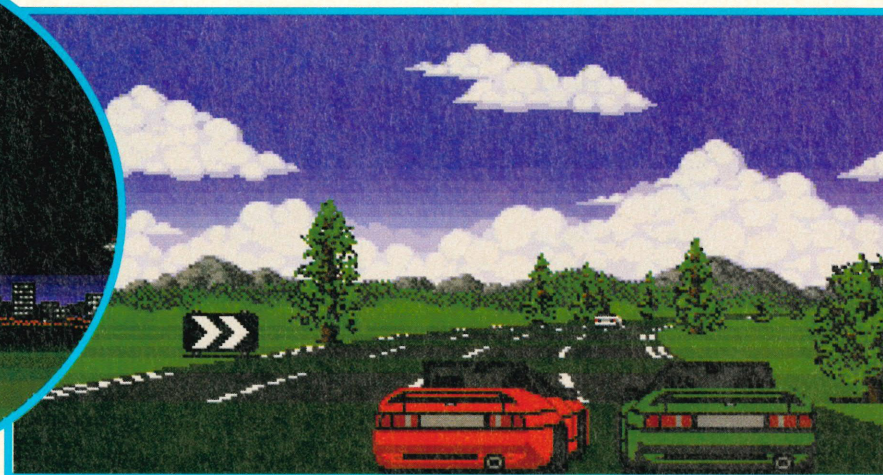
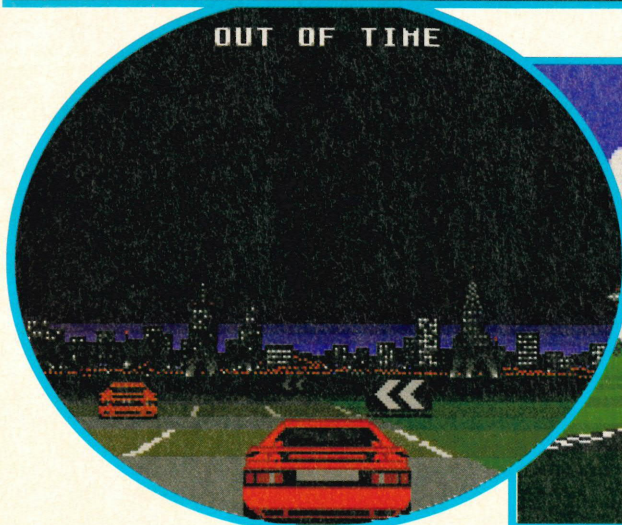
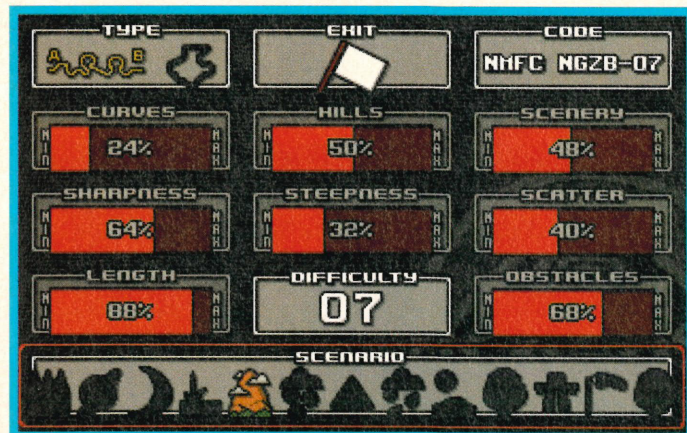
Gremlin must have got fed up with the "Turbo" and "Challenge" bit by the time the third game, simply entitled **Lotus 3** reached us. And by the same token, it is quite possible that having played through the first two efforts, purchasers of this compilation may be feeling the same way about the game by the time they reach here.

The RCS track design system makes for virtually any amount of personally tailored racing environments, with the option to choose everything you want, from roadworks, desert conditions, hills, futuristic settings and a whole gubbins-worth more.

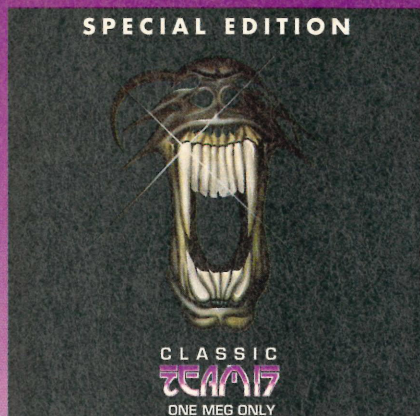
Three Lotuses (Loti?) are yours for the choosing, none of which perform very differently, the control being essentially the same as Lotus 2. An excellent game in itself, but like I said, three oh-so similar games in one package make for slightly similar gameplay. Er, obviously.

REVIEWED BY:
Paul

SCORE 81%



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THE GAMES MACHINE 92%

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Editor of CU AMIGA

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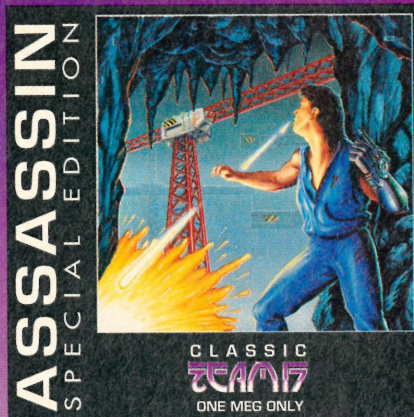


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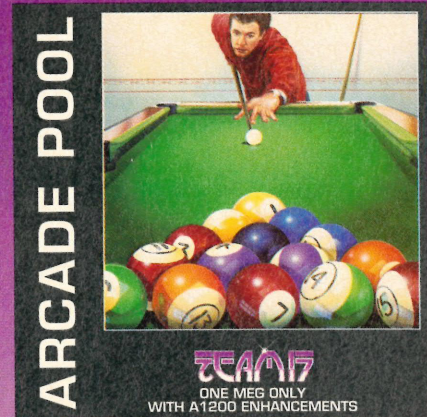


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BUDGET CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	3	STREET FIGHTER 2	KIXX XL	£14.99	BEAT'EM UP
2	2	MONKEY ISLAND	KIXX XL	£16.99	ADVENTURE
3	1	CHAMPIONSHIP MANAGER 94 DATA DISK	DOMARK	£9.99	SPORTS SIM
4	4	XMAS LEMMINGS	PSYGNOSIS	£14.99	PUZZLE
5	6	ALIEN BREED: SPECIAL EDITION 92	EAM 17	£10.99	SHOOT'EM-UP
6	★	ROBOCOP 3	HIT SQUAD	£12.99	SHOOT'EM-UP
7	5	STRIKER	GBH	£9.99	SPORTS SIM
8	★	SPEEDBALL 2	KIXX XL	£9.99	SPORTS SIM
9	★	WWF EUROPEAN RAMPAGE TOUR	HIT SQUAD	£9.99	BEAT'EM-UP
10	4	GRAHAM TAYLOR'S SOCCER CHALLENGE	BUZZ	£9.99	SPORTS SIM
11	8	PROJECT X	TEAM 17	£12.99	SHOOT'EM-UP
12	7	PUTTY	GBH	£9.99	PLATFORM
13	14	FIRST DIVISION MANAGER	CODEMASTERS	£7.99	SPORTS SIM
14	11	DIZZY: PRINCE OF THE YOLKFOLK	CODEMASTERS	£7.99	SPORTS SIM
15	18	STARDUST	BLOODHOUSE	£16.99	SHOOT'EM UP
16	9	TRIVIAL PURSUIT	HIT SQUAD	£7.99	QUIZ
17	13	POWERMONGER WW1 DATA DISK	HIT SQUAD	£14.99	STRATEGY
18	10	CRYSTAL KINGDOM DIZZY	CODEMASTERS	£9.99	PLATFORM
19	★	TV SPORTS BASEBALL	MINDSCAPE CLASSIC	£14.99	SPORTS SIM
20	★	CRUISE FOR A CORPSE	KIXX	£14.99	ADVENTURE

★ = RE-ENTRY ★ = NEW ENTRY

Streetfighter II makes it a clean sweep for the beat'em-ups, what with Mortal Kombat being number one in the full price charts, and this may well be the first time that this has happened (blandsters please write in to correct us). Meanwhile, Monkey Island and Xmas Lemmings seem to be stuck where they are for the moment, and may face a bit of a fall in the coming months. The highest new entry this time is the Hit Squad's Robocop 3, straight in at number six, but WWF European Rampage Tour and KixxXL's Speedball 2 are not too far behind.



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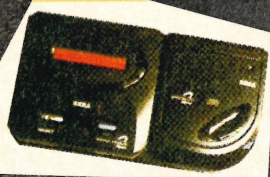
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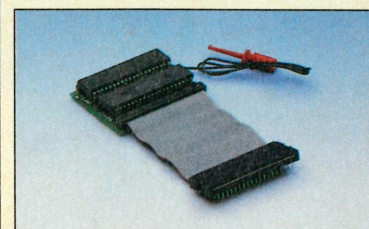
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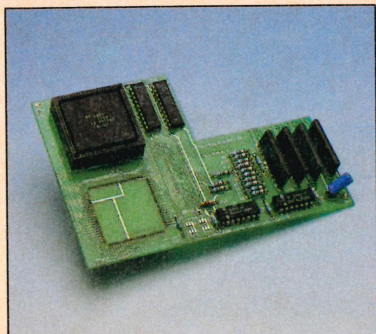
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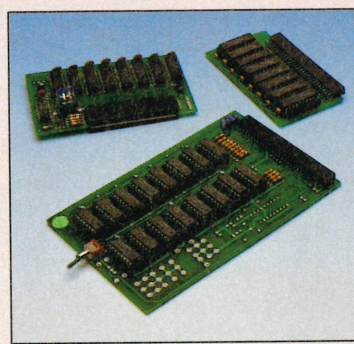
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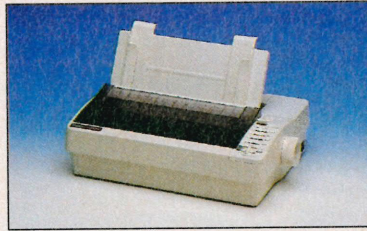
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ISSUE 45 JUNE 1993.

CODE 8486.

Cover – Superfrog

Coverdisk Demos – Hired Guns, Deathbringer, Donk, Assault, Crazy Sue, AmigaQ, Isolation

Features – Lemmings 2, Superfrog, Zool 2, CompuServe

Reviews – Cohort II, Flashback, Graham Gooch Cricket, Sink or Swim, Superfrog.

GTGA – Flashback, Body Blows, Superfrog

ISSUE 46 JULY 1993.

CODE 8487.

Cover – Goal!

Coverdisk Demos – Bully's Sporting Darts, Match of the Day, Gunship 2000, Amiga Worm, Pharaoh's Curse, Mutants from Mars, Battle

Cars 3D, Trek-Trivia

Features – Zool 2, Compuserve

Reviews – Ancient Art / War in the Skies, Beavers, Champ Manager '93, Goal!, International Rugby, Morph, Nippon Safes Inc., War in the Gulf, Woody's World, Worlds of Legend. **GTGAs** – Desert Strike, Flashback, Trolls

ISSUE 47 AUGUST 1993.

CODE 8488.

Cover – Zool 2

Coverdisk Demos – Syndicate, Blastar, F1 Challenge, Battle Cars 2 **Features** – Zool 2, War Games, Manga Video

Reviews – 1869, Battle Isle, Dune II, Firehawk, Gunship 2000, Ishar 2, Mean Arenas, Space Legends, Super Cauldron, Syndicate, Whale's Voyage.

GTGA – Civilization, Arabian Nights, Morph

ISSUE 48 SEPTEMBER 1993.

CODE 8489.

Cover – Dracula

Coverdisk Demos – Stardust, Tensai, Universal Warrior, Grav Attack, Jump 'n' Roll

Features – War Games Part 2, Realms of Darkness

Reviews – Animation Classics, Beastlord, Campaign Data Disk, D-Day, Global Gladiators, Last Vikings, Nicky 2, Robocod A1200, Scrabble, Yo! Joe!

GTGA – Civilization, Reach for the

Skies, Gunship 2000, Dune II

ISSUE 49 OCTOBER 1993.

CODE 8490.

Cover – Soccer Kid

Coverdisk Demos – F117A, Deep Core, Nicky 2, Suburban Commando, Smurf Hunt, Winning Post, Defender

Features – CD Console, Making of Amiga Action, Beneath A Steel Sky

Reviews – A320 Airbus USA, American Gladiators, Blob, Deep Core, Hired Guns, Napoleonics, The Patrician, Sim Life A1200, Soccer Kid, Super Sport Challenge **GTGAs** – Syndicate, War in the Gulf, Transarctica

ISSUE 50 NOVEMBER 1993

CODE 8491

Cover – Jurassic Park

Coverdisk Demos – Theatre of Death, Graham Gooch's Second Innings

Features – Cannon Fodder, Amiga Action's 50th issue

Reviews – Blade of Destiny, Blastar, Brutal Sports Football, Burning Rubber, Caesar DeLuxe, Diggers, Disposable Hero, Dogfight, European Champions, F17 Challenge, Gearworks, Graham Gooch's Second Innings, Jurassic Park, Morph A1200, Premier Manager 2

GTGAs – Graham Gooch's World Class Cricket, Beavers, Goal!

ISSUE 51 DECEMBER 1993

CODE 8492

Cover – T2 the Arcade Game

Coverdisk Demos – Cannon Fodder, Brutal Sports Football

Features – Terminator 2 and Mortal Kombat, Rise of the Robots, Behind the Scenes at US Gold

Reviews – Alfred Chicken, Alien 3, Bob's Bad Day, Donk, Krusty's Fun House, Micro Machines, NASCAR,



Oscar CD32, Overdrive, Perihelion, Pinball Fantasies CD32, Uridium 2, Theatre of Death, Turrican 3, Qwak **GTGAs** – Hired Guns

ISSUE 52 CHRISTMAS 1993

CODE 8493

Cover – Beneath A Steel Sky

Three huge coverdisks! – Bob's Bad Day, Campaign 2, Charlie Xmas Chimp, Jack the Ripper, Goochy Classic Match.

Features – Rise of The robots pt2, Behind the scenes at Gallup, The Next Step (retrospective).

Reviews – Alien Breed 2, Beneath a Steel Sky, Xmas Lemmings, D/Gen CD32, F117A, Frontier, Globdule, Prime Mover, Second Samurai, Space Hulk, Stardust, Wiz 'n' Liz, Wonder Dog.

GTGAs – Theatre of Death, The Patrician

ISSUE 53 JANUARY 1994

CODE 8494

Cover – Beat 'em-up Special

Coverdisk Demos – Alien Breed 2, Disposable Hero, Dinosaur Detective Agency

Free GTGA Book – Alien Breed 2, Space Hulk, D-Hero, Classic Tips

Features – MysterX **Reviews** – Body Blows Galactic, Bubba 'n' Stix, Campaign 2, Cannon Fodder, Cyberpunks, Dino Detective Agency, Doofus, Elfmania, Jet Strike, Kingmaker, Liberation, Magic Boy, Microcosm, Mortal Kombat, Overkill, Sleepwalker CD32, Suburban Commando, When Two Worlds War, Zool 2.

GTGAs – Overdrive, Yo! Joe!

ISSUE 54 FEBRUARY 1994

CODE 8495

Cover – Universe

Coverdisk Demos – Body Blows Galactic, Fury of the Furries, Baldy **Features** – MysterX, Twenty Best Games of 1993

Reviews – Air Force Commander, 'Allo 'Allo, Champ Manager Italia, Combat Classics 2, Cosmic Spacehead, Dreamlands, Fantastic Dizzy, Fury of the Furries, Innocent Until Caught, Lamborghini, Mansell CD32, Settlers, Skid Marks, Star Trek, Switch Skid, Zool CD32

GTGAs – Monkey Island, Jurassic Park

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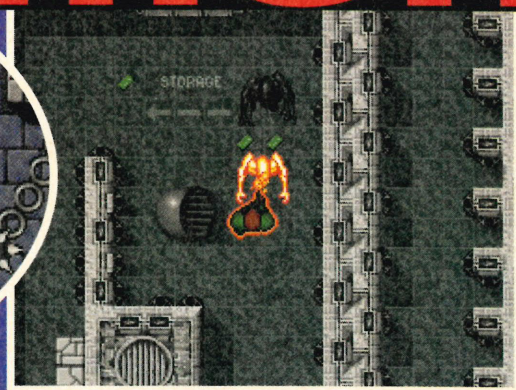
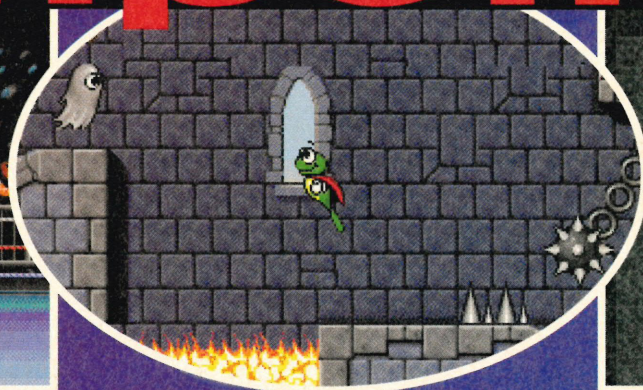
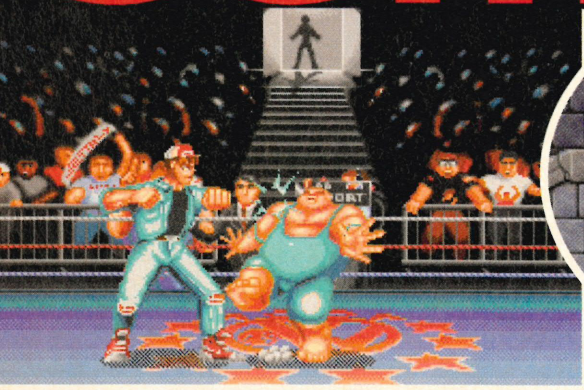


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(SMACK!)

(STOTT!)

Much importance is put upon size in our society. Cars, houses, bank balances, some part

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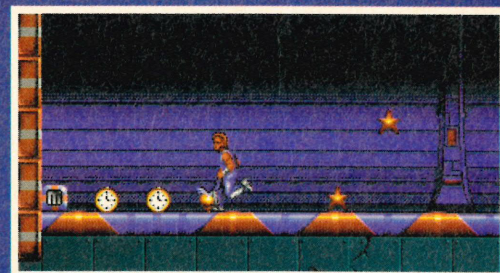
Now we love our readers and we wouldn't want you to be held up as objects of ridicule for being voluminously diminished. We can't do much about your house and bank account (Brad knows someone who can sort you with a motor and we suggest you speak to Dr. Ruth about the other), but we can be of help to you in the software department.

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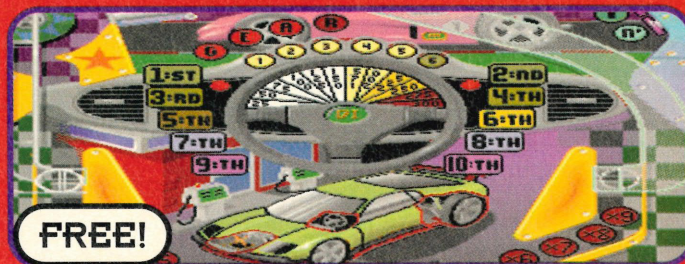
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TALKBACK

We asked for the laddeez letterz and we got 'em. Fellas take a back seat this month as the sirens speak.

MORE GIRLY ACTION

Hi Paul, (Hi - Paul)
Thanks for not forgetting about us girls out there, it is about time we were noticed in the computer world, so come on all you girls, get writing to those lonely lads down there at Amiga Action.

The thing that really bugs me is that all computer related programs rarely have any girls taking part. Why is this? Come on boys, why don't you give us girls a chance to wiggle our joysticks?

Can I make a suggestion for Amiga Action, even though there is no need for improvement? (I find your mag brill, it's amazing, more previews and reviews, less adverts - keep up the good work). Oh yes! The suggestion then...

To increase the sales of your fab mag, why don't you introduce a female to review and rate games along with the males. I'm sure this will attract females to your mag.

Denise Isaac, Invevrie,
Aberdeenshire.

And lo - there was Rachel.

JOYSTICK FRENZY

Thank you to Commodore for the CD32, what a machine! This is the Arnie Schwarzenegger of gaming. I've also bought games such as the excellent Zool, enthralling Castles 2 and mediocre Alfred Chicken. I subscribe to your mag and it's pretty good. I hope you'll be covering the CD32 more. Answering your plea of loneliness, go play with your joystick or something, instead of getting cheapies when decent girls like myself write in.

Jean Swann, Lytham St. Annes,
Lancashire.

WEDDED BLISS

Well you asked for more letters from girls so - anything to please, but I also have an apology to make to you. For the last three years my brother has bought your magazine and I mercilessly called him (and you) everything under the sun. "You must be made of money!," I said. "You idiot," I called him. "You must be stupid, paying nearly £4

for a comic!"

That was until my husband (yes, I am over 16) bought an Amiga 1200. I am now first to the newsagents to get MY copy, first to try out the disks and marking the days until the next issue. So may I now apologise for my error in judgement and say "keep up the good work."

Mrs. S. Rogers, Halewood,
Liverpool.

Apology accepted.

CD-ING RED

My boyfriend is the proud owner of an A1200, and when the time came for me to buy a computer, I opted for the CD32, a: because I hate the endless disk swapping and b: for the super-duper enhanced and cheaper games.

However, what did I discover? Yes, I simply pop in Oscar, Sensible Soccer or D/Generation... and get

almost exactly the same game as on the A1200 for the same price! Oh, so loading is easier and the sound is very nice, but lets face it, if I wanted CD sound I could just as easily turn the sound off on my monitor and play the Chilli Peppers on my CD player!

I bought my system when it first came out, before the shops had their amazing free game/money off deals and I do feel cheated at paying for an expensive system, then paying through the nose for games that were hyped as being less expensive and are virtually the same as on the A1200.

Julie Salter, Partick, Glasgow.

Shovelware (direct ports from the other Amigas) is certainly not the way forward for the CD32, and in fairness, you have probably already seen that this month's mag is proof that the machine is being

STAR LETTER

YOU'RE ALRIGHT MATE!

I buy Amiga Action every month (sounds familiar, but is it true?) and was distressed to read a letter in AA54 by a "Would-be Customer" carrying a complaint about you being rude and condescending. Yes you are, but so what! I have numerous points to make about this most unprecedented letter:

1. The mag does cost nearly £4 but is well worth the dosh with all the quality goodies inside, not like some mags with total rubbish inside.
2. Jobs come and go but being a warm, witty, wacky, wicked writer yourself you will never be without a job (well not with dedicated fans like me you won't).
3. People know what they're getting themselves into when they write to you so they deserve what you

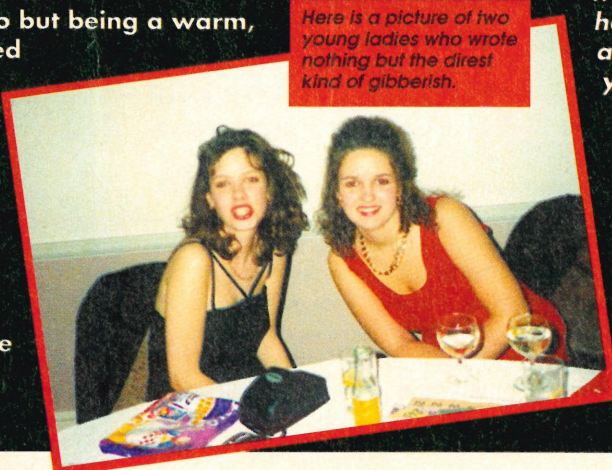
dish out to 'em.

Talkback, with your witty/rude/condescending replies is the highlight of the mag and gives me inspiration for many a sarcastic remark.

A beloved fan! (No address, more's the pity - Paul)

Steve says: Don't you think we have enough problems without receiving letters like this? Have you any idea how uncomfortable it is sitting next to a person with a head the size of Welshpool? I'm glad you left out your address - you don't deserve a prize.

Here is a picture of two young ladies who wrote nothing but the direst kind of gibberish.



STAR LETTER PRIZE DONATED BY:



...But they don't have to bother this month 'cos there's no address.

taken very seriously indeed by the top developers, who are now choosing the CD32 as a launch platform for many of their games. As for prices, well we too have been disappointed that £30 still appears to be the benchmark, although Krisalis have been the first to adopt a lower price point for their ported titles. This year will see the CD32 become a domineering force in games and although it does look as though the "high" prices are here for keeps, I can't think of a better machine to own right now.

TALKBACK

PD-FILE

Just a quick note to ask if there's any chance of a percentage rating for your PDs reviews. I hope there is, because I like buying PD as much as commercial games, and the ratings work well for those sort.

Marcus Butcher (a bloke!), Newton Abbot, Devon.

The PD we review is generally the best we can lay our hands on and it is safe to say that we can recommend buying any of the PD we show.

LISTEN AND LEARN

My husband subscribes to your magazine and swears by it as reference for reviews, news, etc. As a family though, we all use our Amiga 1200, myself for word processing, and moreso our young children, who have now reached the age where it could really benefit their education.

It would be a great help if your review section could include reviews on full price educational software, i.e. Funschool, ADI etc. Granted, this type of software doesn't move as fast as the games scene, but I'm sure there are other parents who would welcome your written expansions and ratings on educational software, as at around £25, we can ill afford to make any wrong choices. Maybe designate

just one page a month for a review, or have it in the same style as the budget reviews every other month? Any review is better than none.

Mrs D Ward, Widnes, Cheshire.

One of the reasons my husband bought an Amiga was so that our children – aged four and six – could use educational and fun learning programs on it. I have never seen any reviews in any magazine for these type of programs, although Amiga Action had two paragraphs-worth on Noddy's Big Adventure.

How about a special section once a year on the currently available educational stuff; prices, quality, age ranges etc. If you require any guinea pigs, my kids will gladly test-drive and review any software of this nature.

Mrs R.C. Tyson, Stamford, Lincs.

Space is always a problem for anything other than games and even though software releases become less frequent during the summer, we have to cater to our target market, which in the main is those who solely play games. Unfortunately, educational software will have to content itself with a place in the news pages for the foreseeable future.

As for your kids reviewing the games Mrs. Tyson, we already have one six year-old in the form of a certain Mr. Jackson, and can't cope with any more for now thanks.

NEW BEGINNINGS

After ST Action joined up with some other magazine I realised that my beloved ST had to go to the computer graveyard. I bought a stamp and won an Amiga in a competition (Huh? – Paul), so I started buying AA, which is probably named because all the readers go to Alcoholics Anonymous and all the people who make the magazine drive sports cars and are members of the Automobile Association. Anyway, I got some really excellent coverdisks from ST Action and I hope to get some better ones from the great Amiga Action in the near future.

Miss J. Crisp, Eynsford, Kent.

PS. I hope Amiga Action never gets as thin as ST Action was.

Er, thanks.

IRON LADY

From one of your elusive female contingent... There are some of us who have our work cut out cleaning up after children or husbands who spend their days – and often nights – being entertained by your magazine when the "pull" of the newest disk has waned.

However, whenever time permits, I enjoy reading the often (always, surely – Paul) humorous asides to be found within the covers of your magazine.

I would like to know why it is that the educational games advertised are not reviewed? How are we responsible mums supposed to buy the most useful or enlightening products without a little guidance? Also any info which you could supply re: design disks would not go amiss (particularly for knitwear designs).

I recently discovered X-Stitch Designer at the G-Mex exhibition of needlecraft and knitwear. Unfortunately I rarely find the time when the computer is unoccupied to utilise the disk to its full capacity (I'm reluctant to admit my children aged 10 and eight know more about this than I do).

Sorry I can't continue, but there is a pressing pile of ironing, pots to wash, floors to clean, rabbits and birds to feed – the list goes on and on and so do I. Until I next find time to sit down I'm afraid I'll have to say goodbye and thanks for such a good buy.

Jackie Hall, Middleton, Manchester.

FANTASY GUY

Is Guybrush Threepwood based on a real person? If he is I would love to meet his lookalike. You have to admit it, Guybrush is a total God. The guy has courage – he's faced up to Largo and LeChuck, and at the tender age of 19. How many of those so-called hunks would walk about in a pink frilly dress I wonder? Not many, but Guybrush takes it in his stride.

You may think that I am a bit mad, but I know of others who share my affection for the said named chap. So I have told the world of my sad affliction – as a matter of fact I am heading to Booty

Island tonight to sacrifice Governor Elaine Marley to Satan. Alas I must go now. My darling 'brush is calling me to go to Scabb Island with him on Monkey Island 2.

Lots of love, Miss L.J. Towse, Hull, N. Humberside.

So, you'll be mad then...

TWO TIMER

So you want to hear from femmes? Well you deserve to, compared to the other mags my dad buys – Amiga Train Spotter and Amiga Stamp Collecting, at last you lot are really trying.

At least Rachel, Sue and Karen are in there making the mag, but where are all the female programmers? Even without faces to the design team's names you know it's boys making games for boys, and if there's a woman out there who's turned out some cutesy, pretty platform puzzler, I'll scream! Thank you for acknowledging more than half the population.

Rachel Dowie, London SE21.

PS. My dad only bought Amiga Action twice.

Well what's stopping you from splashing out some cash of your own and buying it you tight sod? Subscriptions rates are very cheap you know – unbelievable value for money – especially the 24 month option where you save – (chill out blandmaster general – Team).

Send your letters to:

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Talkback,
Amiga Action,
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Adlington Park,
Macclesfield,
SK10 4NP.**

You can also reach us on fax no: 0625 876669

Larger than something pretty damn big

OVER THE

edge

No one could ever accuse me of slacking. This month's feature packed OTE has something for everybody. Bungee jumping for the crazy, getting into the music industry for the ambitious and a mind gym for the stressed out. Plus loads of crazy stuff which only the likes of OTE would dare print! D'zine wize, that's on the up as well what with "Q" doing some serious overtime to make these pages look good enough to eat, respekt is definitely due. Yo man, get reading.



THE TRUTH — ON THE RECORD

Gain a foothold in the music industry with pop guru "Mark Hewitt" who has spun discs in some of the leading clubs up and down the country. He's no stranger to this way of life. This massive feature will be broken down into three individual parts:

■ **THE CLUB:**

I spent an evening in Manchester's "Royale" nightclub. I'll be taking you through the course of the night telling you about the highs, and of course, the lows.

■ **THE JOB:**

Working all night, sleeping all day. Could you handle it? Have you got the skills to keep the crowd moving? Plus some first rate mixing & DJ'ing tips for all you bedroom jocks.

■ **THE GROUP:**

Life after Bass Rate. Marky knows the musical climate is due for a change of style. His latest project "Global cut" is his second attempt at breaking into the music market.

FROM DJ TO RECORD PRODUCER...

OTE

FUJI RD

6

THE CLUB

Over the next couple of pages I'll be taking you through pretty much every aspect of club life. Join me on one hell of a Saturday night at the Discotheque Royale one of three major Manchester clubs vying for the "No jeans tonight fellas" trade. Time ticking on and my crew were gonna be picking me up within the next 10 mins. Slap a bit more gel on and I'm away. 'Beep beep'. Grabbing my jacket I made for the door, checking of course I had picked up my keys. I had. There's nothing worse than being locked out in the early hours.

“The first time I ever went to a club, being slightly under age and naive I attempted to divert attention from my baby face and bum fluff moustache. I asked a human wall of doormen this corker. "What time do you close tonight fellas?" Needless to say attention was anything but diverted as I found myself escorted off the premises..”

Brad Burton

QUEEN OF HEARTS. Eleven o'clock and time was ticking on. The place was filling. More fist punching (respect) than a Rocky film went down in the next hour or so as more of my posse turned up, by now there must have been about 15 or so of us hanging around. The women to men ratio 'praps 2:1. Two girls for every boy or so the Beach Boys would have you believe. I got rapping to a couple of tasty ladies - Jenny and Sarah, who worked in a reputable beauty salon or so they said. One of my friends wanted to get talking to 'em, but he didn't have the bottle to do anything about it, opportunity missed. But with so many different people, who knows what top laughs the evening holds?

Musicwise, it depends what you're in to. Don't expect any hardcore rap/rave, the majority of stuff is chart but now and again you'll get to hear some cool underground stuff. The sets vary, you'll hear five or six well mixed soul tunes followed by a few techno tunes, only to be chased by a mad half hour for all the "C'mon Eileen" fans and there's no shortage of Weheeeeeeeeee as Lulu's "Shout" refuses to die with any honour.

Something for everyone, but when the music I hate starts blaring, it's time to do a few 'laps' walking round checkin' everything out. Dancewise, there's plenty of space to strut yo' stuff. The main dancefloor is absolutely massive, but there are a couple of smaller floors. Everywhere you look you'll see a budding John Travolta along with some real sad lads taking their dancing far too seriously whilst making sure their bleached blonde hair isn't out of place every 10 seconds.

With 2,000 or so people beered up, it's inevitable from time to time that there's gonna be some trouble. But from what I could gather this evening was completely without trouble. This isn't down to any strong arm security tactics, as the doormen don't wear black gorilla suits. Classy shirts and sharp grey jackets are the order of the day. They've certainly managed to get the medium when overseeing the club, relying on a low key approach to quash any trouble before it starts, instead of scaring everybody into behaving themselves. Don't get me wrong if it did go down they'd sort it out, but it rarely comes to that.

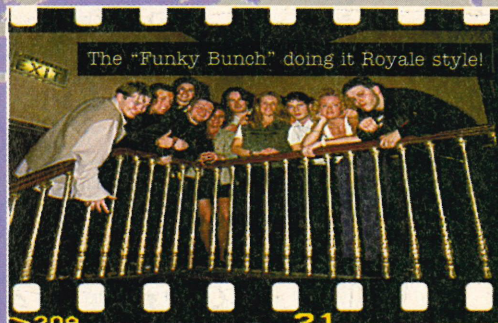
KING OF CLUBS. After the slowy's (Hehe) at about 2:15am we made good our escape to McDonalds. The weekend was over as far as clubbing went, but what a way to end it. So, if you're ever in Manchester and fancy a safe night why not give it a look in, a fun night guaranteed. You don't have to be a member to get in, but it'll cost you £6 otherwise. Once inside you can join free of charge, simply fill in a form at the membership desk and you'll be given a well smart credit card type card which entitles you to cut price entrance and better still free drinks. Sometimes!

Yea, go on spoil yourself and get down to the funky sound, who knows you may even catch me chillin', if so, why not buy me a drink? Just a coke mind, it's my turn to drive! (Snigger).

THE JOKER. With the stereo booming and the injection err, injecting we made for the club. Parking up in Manchester is never easy, but my good friend Craig decided to run the risk of double yellow parking (tut tut!). We arrived at the club where I was greeted by two doormen 'Big' Dave and 'Smilin' Simon. Since I'm a regular they start the usual banter and highly original gag of impersonating my accent, rolling off a quote or two from one of my TV appearances, as well as the hilarious doorman classic of "Have you any proof of your age?".

Joking aside they let me pass, and I showed the lady on the pay desk my membership card, cutting my entrance cost by half. Passing the cloakroom, I headed for my usual hang out, on the bottom level of the three floors. The tunes were pumping with Mark "anything you wanna' hear between now and two o'clock just let me know" Hewitt dropping the music. It's worth getting in early just to have a giggle at 'that' bloke who's had far too much to drink spannering around on his own, slap bang in the middle of the dance floor.

OTE

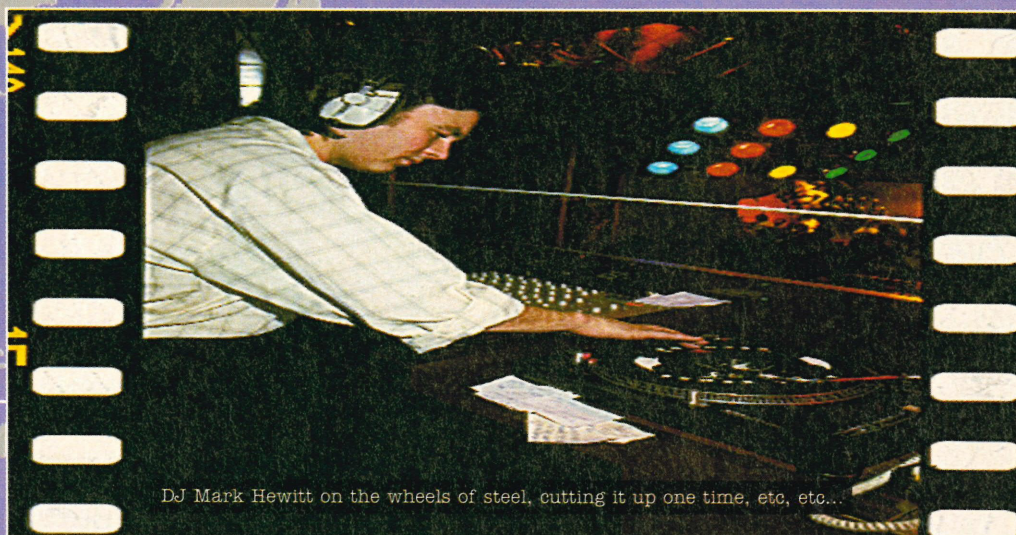


THE JOB

Mark Hewitt, is noted throughout club circles for being able to move any crowd. Undoubtedly he's one of the North's elite jocks. He started his career 10 years ago, going mobile around Birmingham and surrounding areas. "I recall buying a box of records from a jumble sale and decided I wanted to work as a DJ. Borrowing my parent's car I managed to gain quite a reputation around Brum, then after a couple of years I was offered a job working in a club in Spain" he said. "Sun, sand and other things that begin with 'S' tempted me away from my hometown. I was working 12 hour long days, from 6pm all the way through. Although the hours were long the perks were amazing, free beer and food but the money was terrible."



As he continues to explain "I remember one particular evening when the dance floor was crammed, I'd just done a superb mix, well pleased with myself because the crowd were buzzing. Turning around



DJ Mark Hewitt on the wheels of steel, cutting it up one time, etc, etc...

to get another 12 inch, I caught the player arm with my shirt cuff, this caused me to pull the deck off the surface and send it crashing towards the floor, ruining the deck and of course the evening. Eight hundred sweaty unhappy dancers making their way out of a club doesn't do anything for your career. Whoops, just one of many "occupational hazards" you'll encounter if you ever get in to this line of work.

Here are a few tips I can offer you; practise your mixing, clean it up, match those beats and don't forget about your club patter, there are too many big mix DJ's out there at the moment



- Sasha, Carl Cox the list goes on. Going up against those guys will be futile, so practise your microphone voice, to yourself if need be. Don't pigeon hole yourself into a particular type of DJ. Learn to mix different types of music, soul, rap, pop whatever, buy a couple of tunes and experiment. J'ing can be a highly paid job, but experience is the key during the early days. Money won't be that clever either. Unfortunately, most clubs won't even look at you until you've got experience. Catch 22 situation really. However mobile is probably your best chance at entering into the scene, don't forget that."



OTE



THE GROUP

During '93, Manchester clubland was gripped by a quality dance tune - Rhythm Nation from Bassrate. After this Jonathon Colling, the main driving force behind the group, decided it was time to move on. Talking over a few beers in the Royale Mark and Jon both expressed an interest in creating music. Having a good ear for tunes, Mark realised Jonathon was hot property, and talks were made to form a production team to cover all aspects of dance music. "Global Cut" is the result of the partnership and their first record under the label Octagon Music Productions is "Elation". It features Manchester vocalist "Yenna" and rapper "Spider D". A techno/dance anthem that's rocking dancefloors wherever it's played, even though it's still at demo stage. OMP are currently looking into doing remixes and original CD-ROM music for games and are just waiting for the phone to ring. Anyone interested? With Elation hitting the shops within the next couple of months, the pair are looking forward to their first Top of the Pops appearance. Move over D-Ream, you're about to get cut, globally, by what is arguably the hottest dance act in Manchester.



The Shamen. Those phorever people, have just released 'A Different Drum', a complete remix of the massive Boss Drum album. It's been created to convert the non-believers like myself into Shamen fans. Does it succeed? Well it's not that bad and it's a damn sight less pop than the original. Listen to a couple of the tracks, particularly the L.S.I edit, it's cool. Out right about now, check it.



Space food.

As used by NASA, this is the same stuff that went up to the moon! Even astronauts enjoy pud so it comes as no surprise that three flavours of freeze dried ice cream are available. It'll stay fresh for about two years and Pot Noodle fans all over the universe will rate 'em as you can eat it straight out of the bag. £8.95 for three packets.

STUFF

OTE

Magicoool. Instant cool in a can! It's the latest craze US style and a proposed Summer launch in the UK is set to start the trend off on this side of the Atlantic. It's as easy as shaking the can and pressing a button. Estimated UK price point £5.00. As far as environmentalists are concerned they'll have no problem with it. No CFC's or even HCFC's for that matter! There's no point in cooling yourself if you end up warming the atmosphere, know what I'm sayin'? Just the ticket for those sweaty, bangin' raves.



Celebrity Spoofs.

Coming soon from the US are these 7 inch dolls which take the mickey out of celebrities from all walks of life. Nobody is safe, if you're famous you're gonna be spoofed. That's the message coming from creator Dennis Glasberg who lives in the Dix Hills area of NY. All in all there are 19 individual familiars including Michael (nuff said) Jackson, Madonna and even big Arnie. Retailing at \$15.00 a piece you'll find them a little out of pocket-money range. I'm told that each is anatomically correct in every detail, I wonder how they researched that? Hmm. I'm sure none of the fella's would peek up Madonna's skirt.

OTE world - -

There's a wacky old law that's still to be revoked which states it's illegal for women to smoke in public. Only in America, New York to be exact. Needless to say thousands of women are guilty of this misdemeanour each and every day.

The South African Ribbon Worm doesn't worry too much about food shortages, because in times of hardship it can consume upto 95% of its own body and still survive. Ugh, Hannibal Lecter eat your heart out!

If you're planning on setting up a new business I'd probably give central London a miss. On average it costs about £50 a year to pay for the office space a reasonably small wastepaper basket takes up. Crazyness.

FREE GOODIES. Five Shamen goody bags and one of those Mindlab thingies are cluttering the space under my desk, so I've took it upon myself to give 'em all away. To win one of 'em all you've to do is send in a package of any old, but unusual rubbish you've got hanging around your house. Eg: Old Star Wars figures, photo's of attractive women and other stuff like that, crappy pencil sharpeners or grotty old soup tins will not be accepted. The more interesting the clobber, the more chance you have of winning, crazy huh? I like receiving packages you know, I get all excited. Usual address. Get rooting. Respekt.

Perfect for stressed out brains

MIND

HOW YOU GO



Tons of strange things land on the OTE sorting desk each and every day so by now I thought I'd have seen everything that could freak me out.

Then a press release from Lifetools arrived about a brain exerciser called the Mindlab. Now if you think about the whole concept of a gymnasium for your mind then you've no doubt started blowing it already. Lifetools' main man Chris Payne and his missus Geraldine invited me to their cosy office for a session. I really didn't know what to expect, I mean I've heard of stuff like this before but never really had the opportunity to try it out. Since I was obviously sceptical, he showed me the gadget explaining what everything was. The device consists of three individual parts, earphones, wraparound shades with built-in L.E.D.'s, and a solid state box of electronic gizmotry which contains 50 hypnotic programs and an array of freaky sounds. Placing the glasses and earphones on my head and tapping a couple of buttons, I was away. Instantly the sound kicked in, as did a high pitch whine, then weird spirals and shapes seemed to be projected into my mind!

Seven and a half minutes later the lights faded as did the now low pitch noise. I felt relaxed which is a tad bizarre because I just didn't expect it to work. Have you ever stared at the flickering flames of an open fire and been fixated into a sort of enjoyable trance. That's really the only way of explaining the kind of effects I was feeling at the time. More research was needed, so I loaned a unit for a month using it for at least 20 minutes each day. I recorded my findings and broke them down into the five individual "mind" modes.

SLEEP. When used for just 20 minutes it gently slows your brain down in order to induce a state of deep sleep. It's amazing how the process put me to sleep with ease even in strange or noisy locations.

RELAX. An electronic form of Horlicks this one. After driving home one evening I got cut up by some XR3i nutter. This really gets to me. After a day like that I need more than a hot mug of some awful malt drink to chill out, so I decided to give it a short blast on this setting. Ten minutes later... don't ask me how, the lights had managed to soothe my troubled mind.

VISUALIZE. The most sensational of all the programs especially when combined with a high pitch sound. Prior to use on this option I read a rather short story — then I managed to recall scenes from the book and visualize them clearly in my imagination!

ENERGIZE. My doctor keeps on telling me how bad caffeine is for my health. This is where ML can help by using its electronic stuff to pick you up and give you a hi-tec kick!

LEARN. The Learn facility is a superb antidote to pre-exam trauma. Not only does it help you focus your thoughts more clearly but it actually relaxes your brain without turning off the par that takes in all the input. With the addition of an 'A' level Chemistry audio tape rolling on the background it's the perfect learning tool.

HOW DOES IT WORK?

I've read loads of documented material and even had the process explained to me. But it's something to do with EHG brainwaves and complicated stuff like that. Somehow through a well researched method, the lights and sound do their funky stuff. Nothing religious or spiritual about it, as it can all be explained by physics. But be fair — I've only got six pages. Questions surrounding the machine's safety were raised by most people who I had shown the Mindlab to, but tests have proved them to be perfectly safe. Yet Lifetools have a policy of not supplying to epilepsy sufferers.

CONCLUSION. Although initially apprehensive I think the Mindlab really is an aid to the modern way of life. I'm not saying it's everyone's cup of tea but it's certainly worth a blast, especially when you consider there's a 15 day money back guarantee. If for any reason you don't like 'em, just slap them straight in the post and you'll get a full refund. Effects do vary from user to user and rest assured there will be lots of "ooh, it can't do your eyes any good" from complete outsiders. As far as I'm concerned it didn't do mine any harm. Solely for leisure use or even as a deep relaxation tool, a Mindlab is a superb way of surviving the stress of everyday life. An excellent addition to any self respecting techno-hippy's gizmo collection.

OTE

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FOOTBALL TACTICIAN 2

NEW enhanced version sets even higher standards and breaks more records.

Firmly established as the definitive interactive football strategy game, **FOOTBALL TACTICIAN 2** is now available in three superb versions:

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Three great games with the latest 93/94 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved and won if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge?

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What makes Football Tactician 2 so special?

- Biggest ever multi-user system: up to 46 users (yes forty-six! who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
- First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation, mark players or inspect possession.
- Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, nationalities, playing positions, fitness, morale, market valuation and performance.
- Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out and examined.
- Professional recording: 36 matches always recorded for full-scale replay at ANY time!
- First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' or 'time-wasting' when Jim Parker is in charge! The message is clear: know your refs.
- Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. No waiting. No delays. Smoothness of action is FT2's hallmark.
- Most accurate editor: built-in intuitive editor capable of entering new players and fine tuning all parameters. It goes without saying that this is essential for the serious user.
- 16 different tactics from rough play to offside-trap, all adjustable throughout the match. You manage your side before AND during the match. No guessing. No falling asleep.
- Three levels of match reporting, from highlights only to ball-by-ball commentary.

What are the new features?

- FA Premiership and Division One permanently in memory with full interaction, promotions, transfers, European pool, play-offs, local and European Cups.
- Man of the Match. PFA Player of the Year. PFA Young Player of the Year. Footballer of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.
- Easy selection of penalty takers, free-kick takers, long throwers, wingers, captains, ball winners, playmakers, overlapping full backs, reserves, substitutes, player managers...
- Unique database-type search facility to locate any player in the league.
- Full-scale printing facilities. With 46 simultaneous users, highly suitable for Play-by-Mail.
- Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue.
- Plus mid-week transfer and fitness news from all 46 clubs.
- Thirteen different charts: top scorers, super-subs, penalty kings, hat-trick heroes, most bookings, most consistent player, most caps, etc...
- Friendlies, precise transfer markets, club history, financial position and much much more!

Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A or Newcastle in Division One? Who wants to play a game that features Roy Keane at Forest or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!

Please rush 1 copy of

FOOTBALL TACTICIAN 2

£22.95 ☐

FT2 (Scotland)

£22.95 ☐

FT2 Italia (serie A and serie B)

£22.95 ☐

FT2 Double Pack (tick any two)

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My machine is an

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A600 ☐

A1200 ☐

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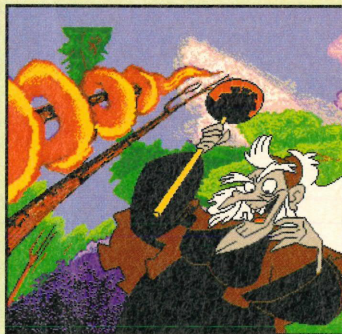
SUPER

No letters yet regarding last month's prize. Hope you don't expect that kind of treatment every month, because it won't wash you know. Right, well anyway, here we go...

ARCADE ADVENTURE

- 1 FIRST SAMURAI**
Mirrorsoft
- 2 ROBOCOP 3**
Ocean
- 3 D/GENERATION**
Mindscape
- 4 SECOND SAMURAI**
Psygnosis
- 5 HUNTER**
Activision
- 6 ANOTHER WORLD**
US Gold
- 7 JURASSIC PARK**
Ocean
- 8 HEIMDALL**
Core Design
- 9 THE IMMORTAL**
Electronic Arts
- 10 GOLD OF THE AZTECS**
US Gold
- 11 CADAVER**
Renegade
- 12 MOONSTONE**
Mindscape
- 13 CORPORATION** + Mission Disk
Core Design
- 14 SPACE CRUSADE**
Gremlin
- 15 HERO QUEST** + Data Disk
Gremlin
- 16 ASHES OF EMPIRE**
Mirage
- 17 CYBERCON III**
US Gold
- 18 SWORD OF HONOUR**
DMI
- 19 LORDS OF TIME**
Software Business
- 20 XENOMORPH**
Ubisoft
- 21 BARBARIAN II**
Palace
- 22 SHADOW OF THE BEAST III**
Psygnosis
- 23 ROCKET RANGER**
Cinemaware
- 24 CAME FROM THE DESERT** + Ant Head
Cinemaware
- 25 HORROR ZOMBIES/THE CRYPT**
Millennium
- 26 UNREAL**
Ubisoft
- 27 KULT**
Ubisoft
- 28 OBITUS**
Psygnosis
- 29 CRYSTALS OF ARBOREA**
Silmarils
- 30 VOODOO NIGHTMARE**
Activision
- 31 LAST NINJA 3**
System 3
- 32 ABANDONED PLACES**
Electronic Zoo
- 33 ZOMBI**
Ubisoft
- 34 NINJA REMIX**
System 3

- 35 COLORADO**
Ubisoft
- 36 BLOODWYCH** +Data Disks
Mirrorsoft
- 37 COLDITZ**
Digital Magic
- 38 HEAD OVER HEELS**
Ocean
- 39 INDY/FATE OF ATLANTIS**
Lucasfilm
- 40 HARE RAISING HAVOC**
Infogrames
- 41 B.A.T.**
Ubi Soft
- 42 MERCENARY III**
Novagen
- 43 SHADOW OF THE BEAST II**
Psygnosis
- 44 DIZZY'S EXCELLENT ADV**
CodeMasters
- 45 THE SIMPSONS**
Ocean
- 46 DEATH TRAP**
Anco



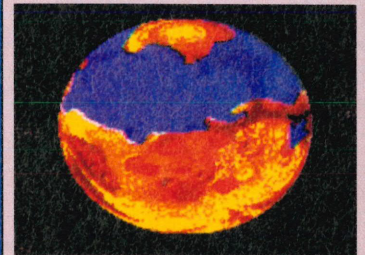
- 47 DRAGON'S LAIR III**
Readysoft
- 48 TREASURE TRAP**
CodeMasters
- 49 SHADOW OF THE BEAST**
Psygnosis
- 50 INFESTATION**
Unknown
- 51 RESOLUTION 101**
Millennium/UBI
- 52 NEUROMANCER**
Unknown
- 53 RAN XEROX**
Ubi Soft
- 54 BATMAN - CAPED CRUSADER**
Ocean
- 55 WEIRD DREAMS**
Rainbow Arts
- 56 SPACE ACE II**
Readysoft
- 57 SIR FRED**
Ubisoft
- 58 HEROES OF THE LANCE**
US Gold
- 59 STORMLORD**
Unknown
- 60 THUNDERBIRDS**
Teque/UBI
- 61 GHOSTBUSTERS 2**
Activision

- 62 BOROBODUR**
Thalamus
- 63 BRIDES OF DRACULA**
Gonzo Games
- 64 NIGHTBREED (INTERACTIVE)**
Ocean
- 65 GUY SPY**
Readysoft
- 66 THE RETURN OF MEDUSA**
Unknown
- 67 OMNICON CONSPIRACY**
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- 68 BLADE WARRIOR**
Unknown
- 69 CHAOS IN ANDROMEDA**
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Arc
- 71 UNIVERSAL MONSTERS**
Ocean
- 72 SPACE ACE**
Readysoft
- 73 DRAGONS LAIR 2**
Readysoft
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Readysoft
- 75 DRAGON'S LAIR**
Readysoft
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- 80 GALDREGON'S DOMAIN**
Unknown
- 81 EYE OF HORUS**
Millennium
- 82 PYRAMAX**
Unknown
- 83 THEME PARK MYSTERY**
Mirrorsoft
- 84 BARBARIAN II**
Psygnosis
- 85 PAC LAND**
Unknown
- 86 THREE STOOGES**
Cinemaware
- 87 HEART OF THE DRAGON**
Dynamix
- 88 MICKEY MOUSE**
US Gold
- 89 BEASTLORD**
Grandslam
- 90 AQUANAUT**
Fission Chips

ADVENTURE

- 1 BENEATH A STEEL SKY**
Virgin
- 2 MONKEY ISLAND 2**
US Gold
- 3 INDY/FATE OF ATLANTIS**
US Gold
- 4 STAR TREK**
Interplay
- 5 LEGEND OF KYRANDIA**
Virgin
- 6 LURE OF THE TEMPTRESS**
Virgin
- 7 SECRET OF MONKEY ISLAND**
US Gold
- 8 CURSE OF ENCHANTIA**
Core Design
- 9 RISE OF THE DRAGON**
Dynamix
- 10 DARK SEED**
Cyberdreams

- 11 COSMIC SPACEHEAD**
Codemasters
- 12 MADDOG WILLIAMS**
Game Crafters
- 13 INDY/LAST CRUSADE**
Lucasfilm
- 14 MEAN STREETS**
US Gold
- 15 OPERATION STEALTH**
US Gold
- 16 LEISURE SUIT LARRY 5**
Sierra
- 17 CRUISE FOR A CORPSE**
US Gold
- 18 WAXWORKS**
Accolade
- 19 JACK THE RIPPER**
Mirage
- 20 ELVIRA/MISTRESS OF DARK**
Accolade
- 21 ELVIRA II/JAWS OF CERBERUS**
Accolade
- 22 KGB**
Virgin
- 23 KING'S QUEST SERIES**
Sierra
- 24 HEART OF CHINA**
Dynamix
- 25 MANIAC MANSION**
Eldersoft
- 26 NIPPON SAFES INC**
DMI
- 27 INNOCENT UNTIL CAUGHT**
Psygnosis
- 28 LOOM**
US Gold
- 29 WILLY BEAMISH**
Sierra
- 30 HITCHHIKERS GUIDE**
Infocom
- 31 CODENAME: ICEMAN**
Sierra
- 32 POLICE QUEST SERIES**
Sierra
- 33 FUTURE WARS**
US Gold



- 34 LEATHER GODDESSES**
Infocom
- 35 LEISURE SUIT LARRY 1, 2 & 3**
Sierra
- 36 SPACE QUEST IV**
Sierra
- 37 SPACE QUEST 1, 2 & 3**
Sierra
- 38 DUNE**
Virgin
- 39 TRIAL BY FIRE**
Sierra
- 40 ZAK MCKRAKEN**
Lucasfilm
- 41 ZORK TRILOGY**
Infocom
- 42 SUSPICIOUS CARGO**
Gremlin
- 43 WONDERLAND**
Virgin
- 44 DEMONIAK**
Silmarils
- 45 PLAN 9 FROM OUTER SPACE**
Gremlin

LEAGUES

- 46 MAUPITI ISLAND**
Lankhor
- 47 PLANETFALL**
Infocom
- 48 GUILD OF THIEVES**
Rainbird
- 49 STATIONFALL**
Infocom
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Ubi Soft
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Unknown
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Infocom
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Infocom
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Psygnosis
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Infocom
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Infocom
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Infocom
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Infocom
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- 73 FISH**
Rainbird
- 74 JINXTER**
Rainbird
- 75 THE PAWN**
Rainbird
- 76 SUSPENDED**
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- 78 COLONEL'S BEQUEST**
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Infocom
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UbiSoft
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Infocom
- 86 BLACK CAULDRON**
Infocom

- 87 NIGHT ORC**
Rainbird
- 88 SEA STALKER**
Infocom
- 89 CUT-THROATS**
UbiSoft
- 90 KEEF THE THIEF**
Electronic Arts

SHOOT'EM-UP

- 1 CHAOS ENGINE**
Renegade
- 2 DESERT STRIKE**
Electronic Arts
- 3 ALIEN BREED 2**
Team 17
- 4 PROJECT-X**
Team 17
- 5 BLASTAR**
Core
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Team 17
- 7 BLOOD MONEY**
Psygnosis
- 8 ALIEN BREED**
Team 17
- 9 TURRICAN 3**
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Mindscape
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Psygnosis
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Virgin
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The Sales Curve
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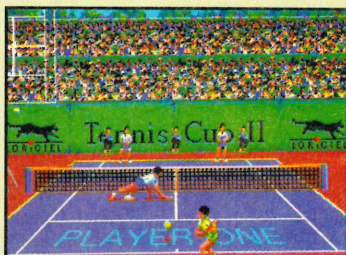
- 43 ANARCHY**
Unknown
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- 70 SUPER SKWEEK**
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UbiSoft
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Ocean
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Psygnosis
- 74 STARUSH**
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Unknown
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- 96 U.N. SQUADRON**
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- 97 VAXINE**
Activision
- 98 DAN DARE II**
Virgin
- 99 GAUNTLET 3**
US Gold
- 100 STARGLIDER**
Rainbird

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- 2 GOAL**
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- 3 SPEEDBALL 2**
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- 4 PRO TENNIS TOUR 2**
Ubi Soft
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Millennium
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Gremlin
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Audiogenic

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US Gold



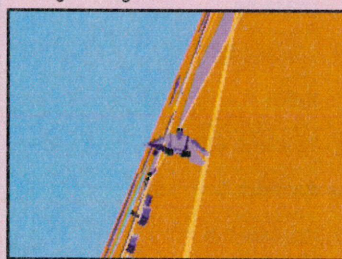
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- 28 TENNIS CUP**
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- 42 LIVERPOOL**
Grandslam
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Krisalis
- 45 ZANY GOLF**
Ubisoft
- 46 EURO SOCCER**
Flair

- 47 MAN UNITED - EUROPE**
Krisalis
- 48 TV SPORTS BASEBALL**
Mindscape
- 49 FIENDISH FREDDY**
Tynesoft
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Empire
- 51 MASTER BLAZER**
Rainbow Arts
- 52 TIP OFF**
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MicroProse
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MicroProse
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Microids
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Psygnosis
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Ubisoft
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- 93 THE GAMES ESPANIA '92**
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- 94 ADIDAS TENNIS**
Ocean
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- 97 CYBERBALL**
Unknown
- 98 FIGHTING SOCCER**
Unknown
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- 100 3D POOL**
Telecomsoft

FLIGHT SIMULATION

- 1 REACH FOR THE SKIES**
Virgin
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- 3 GUNSHIP 2000**
MicroProse
- 4 FALCON & MISSION** Disks 1 & 2
Mirrorsoft
- 5 TORNADO**
Digital Integration



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MicroProse
- 7 COMBAT AIR PATROL**
Psygnosis
- 8 B17 FLYING Fortress**
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Lucasfilm
- 16 FIGHTER BOMBER**
Activision
- 17 A320 AIRBUS**
Thalion
- 18 A-10 TANK KILLER V1.5**
Sierra
- 19 GUNSHIP**
MicroProse
- 20 BIRDS OF PREY**
Electronic Arts
- 21 SHUTTLE**
Virgin
- 22 PROFLIGHT**
Hi Soft
- 23 INTERCEPTOR**
Unknown
- 24 FLIGHT SIMULATOR 2**
Sublogic

- 25 KNIGHTS OF THE SKY**
MicroProse
- 26 MIG-29M SUPER FULCRUM**
Domark
- 27 F-29 RETALIATOR**
Ocean
- 28 F-15 STRIKE EAGLE II**
MicroProse
- 29 A-10 TANK KILLER**
Sierra
- 30 MIG-29 FULCRUM**
Domark
- 31 TOWER FRA**
Unknown
- 32 WINGS**
Cinemaware
- 33 SKYCHASE**
MicroProse
- 34 F-15 STRIKE EAGLE**
MicroProse
- 35 ATF II**
Digital Integration
- 36 FIGHTER DUEL PRO**
Jaeger Software
- 37 CHUCK YEAGER**
Electronic Arts
- 38 RED BARON**
Dynamix
- 39 STRIKE FORCE HARRIER**
Digital Integration
- 40 BLUE MAX**
Unknown

RACING

- 1 SKIDMARKS**
Acid Software
- 2 LOTUS ESPRIT TURBO CHALL**
Gremlin
- 3 FORMULA ONE GRAND PRIX**
MicroProse
- 4 SUPERCARS 2**
Gremlin
- 5 LOTUS TURBO CHALLENGE II**
Gremlin
- 6 OVERDRIVE**
Team 17
- 7 STUNT CAR RACER**
MicroStyle
- 8 NO SECOND PRIZE**
Thalion
- 9 NITRO**
Psygnosis
- 10 LOTUS III**
Gremlin
- 11 LAMBORGHINI**
Titus
- 12 F17 CHALLENGE**
Team 17
- 13 MICRO MACHINES**
CodeMasters
- 14 JAGUAR XJ220**
Core Design
- 15 HARLEY DAVIDSON**
Mindscape
- 16 VROOM**
Unknown
- 17 BILL ELLIOT'S NASCAR**
Gametek
- 18 CRAZY CARS 3**
Titus
- 19 INDIANAPOLIS 500**
Electronic Arts
- 20 NIGEL MANSELL**
Gremlin
- 21 SUPER MONACO GP**
US Gold
- 22 TEST DRIVE 2**
Accolade
- 23 TOYOTA RALLY**
Gremlin
- 24 COMBO RACER**
Gremlin
- 25 SUPER OFF ROAD RACER**
Virgin

26 SUPER CARS

Gremlin

27 TEAM SUZUKI

Gremlin

28 LOMBARD RAC RALLY

Mandarin

29 SUPER HANG-ON

Activision

30 JUPITER'S MASTERDRIVE

Ubi Soft

31 RVF HONDA

MicroStyle

32 INDY HEAT

The Sales Curve

33 PSYBORG

Loricel

**34 4D SPORTS DRIVING**

Mindscape

35 OUTRUN EUROPA

US Gold

36 HARD DRIVIN' II

Domark

37 ROAD RASH

Electronic Arts

38 GRAND PRIX CIRCUIT

Unknown

39 TURBO OUTRUN

US Gold

40 HARD DRIVIN'

Domark

41 BADLANDS

Domark

42 PRIME MOVER

Psygnosis

43 THE CYCLES

Ubisoft

44 CHASE HQ II

Ocean

45 POWERDROME

Ubisoft

46 OVERLANDER

Elite

47 TEST DRIVE

Accolade

48 BURNING RUBBER

Ocean

49 RED ZONE

Psygnosis

50 CISCO HEAT

Mirrorsoft

51 RACE DRIVIN'

Domark

52 MOONSHINE RACERS

Millennium

53 FERRARI FORMULA 1

Virgin

54 THE ULTIMATE RIDE

Mindscape

55 HOTROD

Activision

56 GRAND PRIX MASTER

Codemasters

57 CHASE HQ

Ocean

58 HIGHWAY PATROL 2

Infogrames

59 DRIVIN' FORCE

Digital Magic

60 5TH GEAR

Hewson

BEAT'EM-UP**1 MORTAL KOMBAT**

Virgin

2 IK+

System 3

3 BODY BLOWS

Team 17

4 PANZA KICK BOXING

Futura

5 ELFMANIA

Renegade

6 TORVAK THE WARRIOR

Core Design

7 BODY BLOWS GALACTIC

Team 17

8 BUDOKAN

Electronic Arts

9 STREETFIGHTER II

US Gold

10 ORIENTAL GAMES

Unknown

11 AFTER THE WAR

Dynamic

12 VIGILANTE

US Gold

13 WRATH OF THE DEMON

Readysoft

14 SHADOW WARRIORS

Ocean

15 FINAL FIGHT

US Gold

16 NINJA WARRIORS

Virgin

17 GOLDEN AXE

Virgin

18 SWORD OF THE SODAN

Activision

19 CHAMBERS OF SHAOLIN

Grandslam

20 METAL MASTERS

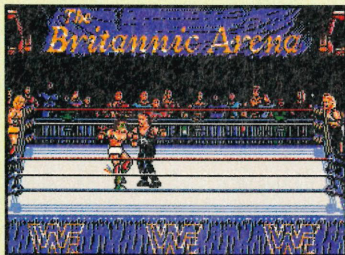
Infogrames

21 BLACK TIGER

US Gold

22 DARKMAN

Ocean

**23 SKULL AND CROSSBONES**

Domark

24 DOUBLE DRAGON III

Virgin

25 WWF II

Ocean

26 DYNASTY WARS

US Gold

27 PITFIGHTER

Domark

28 FULL CONTACT

Team 17

29 TMHT

Mirrorsoft

30 DINOWARS

Unknown

31 NIGHTBREED (ARCADE)

Ocean

32 ROGUE TROOPER

Krysalis

33 DOUBLE DRAGON II

Virgin

34 LAST NINJA 2

System 3

35 IVANHOE

Ocean

36 WILD STREETS

Titus

37 DR DOOMS REVENGE

Entertainment International

38 COUGAR FORCE

Tomahawk

39 TURTLES 2/ARCADE GAME

Mirrorsoft

40 ALTERED BEAST

Unknown

STRATEGY**1 SETTLERS**

Kompart

2 POWERMONGER + Data Disk

Electronic Arts

3 UTOPIA + Data Disk

Gremlin

4 PERFECT GENERAL

Impressions

5 MEGA LO MANIA

Mirrorsoft

6 POPULOUS II

Electronic Arts

7 CIVILISATION

MicroProse

8 DUNE II

Virgin

9 CAESAR

Impressions

10 SABRE TEAM

Krisalis

11 GLOBAL EFFECT

Electronic Arts

12 DREADNOUGHTS

Turcan Research

13 CAMPAIGN 2

Empire

14 CASTLES 2

Interplay

15 GENGHIS KHAN

Infogrames

16 GENESIA

Mindscape

17 SIM CITY DELUXE

Infogrames

18 SIMCITY + Terrain Editor

Infogrames

19 CAESAR DELUXE

Impressions

20 SUPREMACY

Unknown

21 CELTIC LEGENDS

Ubi Soft

22 BANDIT KINGS

Unknown

23 BATTLE ISLE + Data Disk

Blue Byte

24 POPULOUS + Promised Lands

Electronic Arts

25 RAILROAD TYCOON

MicroProse

26 A-TRAIN

Maxis

27 RAGNAROK

Mirage

28 AIRFORCE COMMANDER

Impressions

29 CAMPAIGN + Data Disk

Empire

30 REALMS

Virgin

31 THE PATRICIAN

Daze

32 CENTURION

CCS

33 BREACH 2

Impressions

34 HARPOON + Data Disk

Mirrorsoft

35 MURDER

US Gold

36 LASER SQUAD

Krisalis

37 ROME AD92

Millennium

38 VIKINGS

Thalamus

39 BREACH

Impressions

40 PALADIN

Impressions

41 SIM EARTH

Ocean

42 DEUTEROS

Activision

43 HISTORYLINE 1914-1918

Blue Byte

44 SIMANT

Ocean

45 WARLORDS

Unknown

46 1869

Flair

47 GETTYSBURG

Mirrorsoft

48 ARMADA

Mirrorsoft

49 BORODINO

Mirrorsoft

50 MONOPOLY

Unknown

51 WHEN TWO WORLDS WAR

Impressions

52 RISK

Unknown

53 BATTLE CHESS II

Intercom

54 BATTLEMASTER

Unknown

55 MOONBASE

CRL

56 BATTLE CHESS

Electronic Arts

57 LORDS OF CHAOS

DMI

58 BRIGADE COMMANDER

Unknown

59 HILL STREET BLUES

Krisalis

60 AIRFORCE COMMANDER

Impressions

61 KINGMAKER

US Gold

62 AIR BUCKS

Impressions

63 GOLD OF THE AMERICAS

Starbyte

64 HALLS OF MONTEZUMA

US Gold

65 ARNHEN

CCS

66 GERM CRAZY

Electronic Zoo

67 TOWER OF BABEL

Microprose

68 CHESS CHAMPION 2175

CDS

69 FLOOR 13

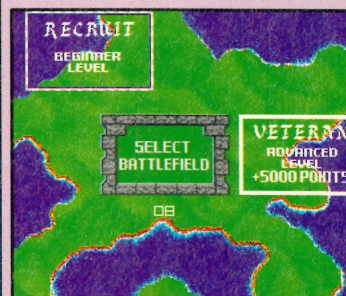
Virgin

70 FIGHTER COMMAND

Impressions

71 FORT APACHE

Impressions

**72 LIFE AND DEATH**

Mindscape

73 INTERCEPTOR

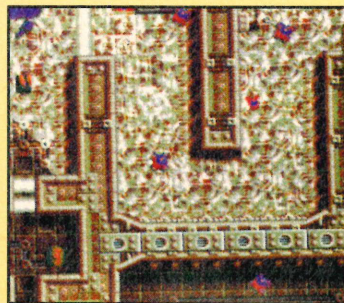
Electronic Arts

- 74 RED LIGHTNING**
SSI
- 75 CONFLICT EUROPE**
Mirrorsoft
- 76 COHORT**
Impressions
- 77 SEIGEMASTER**
CCS
- 78 STORM ACROSS EUROPE**
SSI
- 79 CONFLICT: MIDDLE EAST**
US Gold
- 80 NAPOLEON I**
Impressions
- 81 AFRIKA KORPS**
Impressions
- 82 BIG BUSINESS**
Rainbow Arts
- 83 RAMPART**
Domark
- 84 CASTLES**
Electronic Arts
- 85 CRIME CITY**
Impressions
- 86 'NAM**
Domark
- 87 TRADERS**
Unknown
- 88 NUCLEAR WAR**
US Gold
- 89 CHARGE OF LIGHT BRIGADE**
Impressions
- 90 CHAMPION OF THE RAJ**
Mirrorsoft
- 91 DRAGON FORCE**
Phalion
- 92 OVERRUN**
US Gold
- 93 WATERLOO**
Mirrorsoft
- 94 FIRETEAM 2200**
Ubisoft
- 95 AUSTERLITZ**
Mirrorsoft
- 96 NO GREATER GLORY**
Unknown
- 97 UMS 1+2**
MicroProse
- 98 ACTION STATIONS**
Lazer
- 99 AIRFORCE COMMANDER**
Impressions
- 100 BLITZKRIEG**
Mirrorsoft

ARCADE STRATEGY

- 1 CANNON FODDER**
Virgin
- 2 FRONTIER - ELITE 2**
GameTek
- 3 LIBERATION**
Mindscape
- 4 ELITE**
Rainbird
- 5 SYNDICATE**
Electronic Arts
- 6 SPACE HULK**
Electronic Arts
- 7 ARMOUR-GEDDON**
Psygnosis
- 8 DYNABLASTER**
VBI
- 9 THE KILLING CLOUD**
Mirrorsoft
- 10 FLAMES OF FREEDOM**
MicroProse
- 11 HIRED GUNS**
Psygnosis
- 12 STARGLIDER 2**
Rainbird
- 13 THEATRE OF DEATH**
Psygnosis
- 14 STORM MASTER**
Silmarils

- 15 SPECIAL FORCES**
MicroProse
- 16 NORTH AND SOUTH**
Infogrames
- 17 WAR IN THE GULF**
Empire
- 18 PIRATES**
US Gold
- 19 TRANSARCTICA**
Silmarils
- 20 INTERPHASE**
Mirrorsoft
- 21 DRAGON'S BREATH**
Palace
- 22 MIDWINTER**
MicroProse
- 23 IRON LORD**
Ubisoft
- 24 MILLENNIUM 2.2**
Activision
- 25 DAMOCLES + Mission Disk**
Novagen
- 26 COVERT ACTION**
MicroProse
- 27 VOYAGE BEYOND**
Unknown
- 28 LORDS OF THE RISING SUN**
Cinemaware
- 29 ROBIN HOOD**
Millennium



- 30 ANCIENT ART/WAR IN SKIES**
MicroProse
- 31 NARCO POLICE**
Dynamix
- 32 STAR CONTROL**
Unknown
- 33 TEAM YANKEE**
Empire
- 34 MOONFALL**
Hewson
- 35 TIME MACHINE**
Activision
- 36 MAGIC FLY**
Activision
- 37 PACIFIC ISLANDS**
Empire
- 38 CYTRON**
Psygnosis
- 39 STRIKE FLEET**
Electronic Arts
- 40 STARFLIGHT**
SSI
- 41 SPACE ROGUE**
Unknown
- 42 RULES OF ENGAGEMENT**
Impressions
- 43 MAGIC GARDENS**
Electronic Arts
- 44 ECO PHANTOM**
Elec Zoo
- 45 VOLFIED**
Empire
- 46 AIR SUPPORT**
Psygnosis
- 47 SWORDS AND GALLEONS**
Silver
- 48 D-DAY**
US Gold
- 49 CARTHAGE**
Psygnosis
- 50 LOST PATROL**
Ocean

PLATFORM

- 1 FLASHBACK**
US Gold
- 2 SOCCER KID**
Krisalis
- 3 SUPERFROG**
Team 17
- 4 ZOOL**
Gremlin
- 5 THE ADDAMS FAMILY**
Ocean
- 6 ASSASSIN**
Team 17



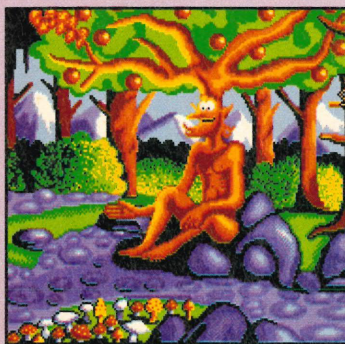
- 7 PREMIERE**
Core Design
- 8 GODS**
Renegade
- 9 FURY OF THE FURRIES**
Mindscape
- 10 ZOOL 2**
Gremlin
- 11 RAINBOW ISLANDS**
Ocean
- 12 DONK**
Supervision
- 13 PARASOL STARS**
Ocean
- 14 FIRE & ICE**
Renegade
- 15 ROBOCOD**
Millennium
- 16 LEANDER**
Psygnosis
- 17 PUTTY**
System 3
- 18 RICK DANGEROUS 1+2**
MicroProse
- 19 TITUS THE FOX**
Titus
- 20 ALIEN 3**
Virgin
- 21 MAGIC BOY**
Empire
- 22 QWAK**
Team 17
- 23 SLEEPWALKER**
Ocean
- 24 CHUCK ROCK II**
Core Design
- 25 DELIVERANCE**
21st Century
- 26 FUZZBALL**
System 3
- 27 RODLAND**
The Sales Curve
- 28 JAMES POND**
Millennium
- 29 9-LIVES**
Arc
- 30 ALFRED CHICKEN**
Mindscape
- 31 ELF**
Ocean
- 32 MYTH**
System 3
- 33 SWITCHBLADE 2**
Gremlin
- 34 ARABIAN NIGHTS**
Krisalis
- 35 FANTASTIC DIZZY**
Codemasters

- 36 BEAVERS**
Grandslam
- 37 JIM POWER**
Loricel
- 38 WOODY'S WORLD**
Global
- 39 'ALLO 'ALLO**
Alternative
- 40 GLOBAL GLADIATORS**
Virgin
- 41 TROLLS**
Flair
- 42 MAGIC BOY**
Empire
- 43 SWITCHBLADE**
Gremlin
- 44 MAGIC POCKETS**
Renegade
- 45 TOKI**
Ocean
- 46 ELVIRA THE ARCADE GAME**
Flair
- 47 THE BLUES BROTHERS**
Titus
- 48 WONDER DOG**
Core Design
- 49 CHUCK ROCK**
Core Design
- 50 P.P. HAMMER**
DMI
- 51 CREATURES**
Thalamus
- 52 DEEP CORE**
Ice
- 53 LIONHEART**
Thalion
- 54 MCDONALD'S LAND**
Virgin
- 55 BC KID**
Ubi Soft
- 56 OSCAR**
Flair
- 57 BUBBLE BOBBLE**
Firebird
- 58 HARLEQUIN**
Gremlin
- 59 FLOOD**
Electronic Arts
- 60 NEW ZEALAND STORY**
Ocean
- 61 VIKING CHILD**
Unknown
- 62 CAR-VUP**
Core Design
- 63 RISKY WOODS**
Electronic Arts
- 64 YO JOE!**
Hudson Soft
- 65 JOE & MAC**
Elite
- 66 NIGHT SHIFT**
Lucasfilm
- 67 DINO DETECTIVE AGENCY**
Alternative
- 68 GLOBDULE**
Psygnosis
- 69 NEBULUS II**
Hewson
- 70 UGH!**
Blue Byte
- 71 MEGA TWINS**
US Gold
- 72 ROLLING RONNY**
Virgin
- 73 TEARAWAY THOMAS**
Soundware
- 74 BABY JO**
Loricel
- 75 LETHAL WEAPON**
Ocean
- 76 SUBURBAN COMMANDO**
Alternative
- 77 GHOULS-N'GHOSTS**
Elite
- 78 PREHISTORIK**
Titus

- 79 NICKY 2**
Daze
- 80 WIZ 'N' LIZ**
Psygnosis
- 81 DOJO DAN**
Europress Software
- 82 HUDSON HAWK**
Ocean
- 83 NAVY SEALS**
Ocean
- 84 HOI**
Kompact
- 85 CAPTAIN PLANET**
Mindscape
- 86 EDD THE DUCK**
Zeppelin
- 87 SUPER CAULDRON**
Titus
- 88 KID GLOVES**
Unknown
- 89 LITTLE BEAU**
Digital Magic
- 90 IMPOSSAMOLE**
Gremlin
- 91 THE AMAZING SPIDERMAN**
Unknown
- 92 BATMAN - THE MOVIE**
Ocean
- 93 STRIDER**
US Gold
- 94 BUILDERLAND**
Loricel
- 95 AXEL'S MAGIC HAMMER**
Gremlin

PUZZLE & QUIZ

- 1 LEMMINGS 2**
Psygnosis
- 2 OH NO! MORE LEMMINGS**
Psygnosis
- 3 LOST VIKINGS**
Interplay
- 4 DIGGERS**
Millennium
- 5 PIPEMANIA**
US Gold
- 6 BUBBA 'N' STIX**
Core Design
- 7 ONE STEP BEYOND**
Ocean
- 8 PUSH-OVER**
Ocean



- 9 HUMANS/JURASSIC LEVELS**
Mirage
- 10 BILL'S TOMATO GAME**
Psygnosis
- 11 KRUSTY'S FUNHOUSE**
Virgin
- 12 GOBLIINS 2**
Coktel Vision
- 13 KLAX**
Domark
- 14 CHIPS CHALLENGE**
US Gold
- 15 TETRIS**
Infogrames
- 16 BRAT**
Mirrorsoft

- 17 WIZKID**
Ocean
- 18 BOB'S BAD DAY**
Psygnosis
- 19 BLOB**
Core
- 20 MORPH**
Millennium
- 21 GOBLIINS**
Coktel Vision
- 22 TRODDERS**
The Sales Curve
- 23 SINK OR SWIM**
Zeppelin
- 24 TINY SKWEEKS**
Loricel
- 25 LOOPZ**
Audiogenic
- 26 SUPER TETRIS**
MicroProse
- 27 STEG**
CodeMasters
- 28 SWITCH QUIZ**
Switchsoft
- 29 BLOCKOUT**
Unknown
- 30 LOCOMOTION**
Global
- 31 WELLTRIS**
Infogrames
- 32 BUG BOMBER**
Unknown
- 33 ISHIDO**
Palace
- 34 PUZZNIC**
Ocean
- 35 NEVERMIND**
Psygnosis
- 36 E-MOTION**
US Gold
- 37 TRIVIAL PURSUIT**
Domark
- 38 CASTLE OF DR. BRAIN**
Sierra
- 39 STONE AGE**
Grandslam
- 40 ATOMINO**
Psygnosis
- 41 SUPAPLEX**
Digital Integration
- 42 LOGICAL**
Rainbow Arts
- 43 GEM'X**
Unknown
- 44 BRAIN BLASTERS**
Psygnosis
- 45 ATOMIX**
Unknown
- 46 REVELATIONS**
Krisalis
- 47 PICK'N'PILE**
Ubi Soft
- 48 QUADREL**
Krisalis
- 49 CATCH'EM**
DMI
- 50 PLOTTING**
Ocean
- 51 7 COLORS**
Infogrames
- 52 KWIK SNAK**
Unknown
- 53 SPINDIZZY WORLDS**
CodeMasters
- 54 JUMPING JACKSON**
Unknown
- 55 CLOWN'O'MANIA**
Unknown
- 56 SCRABBLE**
Melbourne House
- 57 MANIX**
Millennium
- 58 MANIC MARBLE**
Unknown
- 59 SCRABBLE**
US Gold

- 60 TILT**
Unknown
- 61 BOULDERDASH**
First Star
- 62 BOSTON BOMB CLUB**
Silmarils
- 63 THE POWER**
Demonware
- 64 GEARWORKS**
Software Business
- 65 RA**
Re-line

ROLE PLAYING

- 1 DUNGEON MASTER**
Psygnosis
- 2 CHAOS STRIKES BACK**
Psygnosis
- 3 EYE OF THE BEHOLDER II**
US Gold
- 4 LEGEND**
Mindscape
- 5 KNIGHTMARE**
Mindscape
- 6 AMBERSTAR**
Thalion
- 7 BLACK CRYPT**
Electronic Arts
- 8 MIGHT AND MAGIC III**
US Gold
- 9 PALADIN II**
Impressions
- 10 BANE OF THE COSMIC FORGE**
US Gold
- 11 EYE OF THE BEHOLDER**
US Gold
- 12 MIGHT AND MAGIC II**
US Gold
- 13 PERIHILION**
Psygnosis

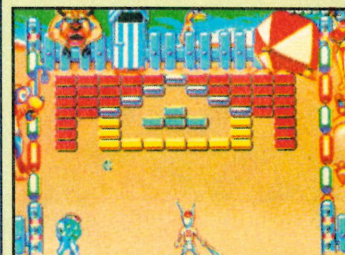


- 14 SHADOWWORLDS**
Krisalis
- 15 WORLDS OF LEGEND**
Mindscape
- 16 POOLS OF DARKNESS**
US Gold
- 17 DEATH KNIGHTS OF KRYNN**
US Gold
- 18 CHAMPIONS OF KRYNN**
US Gold
- 19 BLADE OF DESTINY**
US Gold
- 20 BARD'S TALE III**
Electronic Arts
- 21 BARD'S TALE II**
Electronic Arts
- 22 ABANDONED PLACES 2**
ICE
- 23 ISHAR 2**
Daze
- 24 ULTIMA VI**
Mindscape
- 25 EXODUS**
Global
- 26 STARFLIGHT II**
US Gold
- 27 WHALE'S VOYAGE**
Flair
- 28 STARFLIGHT**
US Gold
- 29 SHADOWLANDS**
Domark

- 30 SECRET OF THE SILVER BLADES**
Infocom
- 31 HARD NOVA**
Electronic Arts
- 32 SHADOW SORCERER**
US Gold
- 33 ISHAR/LEGEND OF FORTRESS**
Daze
- 34 LEGENDS OF VALOUR**
US Gold
- 35 LORD OF THE RINGS**
Electronic Arts
- 36 SPACE 1889**
Empire
- 37 MEGATRAVELLER 1**
Empire
- 38 BUCK ROGERS**
US Gold
- 39 DRAGON WARS**
Unknown
- 40 AZURE BONDS**
US Gold
- 41 POOL OF RADIANCE**
US Gold
- 42 LEGEND OF FAERGHAIL**
Rainbow Arts
- 43 TREASURES/SAVAGE FRONT**
US Gold
- 44 GATEWAY/SAVAGE FRONT**
US Gold
- 45 DRAGON FLIGHT**
Unknown

BAT & BALL

- 1 PINBALL FANTASIES**
21st Century
- 2 PINBALL DREAMS**
21st Century
- 3 ARKANOID 2/REV OF**
Ocean
- 4 SHUFFLEPUCK CAFE**
Ubisoft
- 5 ARKANOID**
Ocean
- 6 KRYPTON EGG**
Rainbird
- 7 BUNNY BRICKS**
Silmarils



- 8 LORDS OF WAR**
Rainbow Arts
- 9 BOTICS**
Krisalis
- 10 TITAN**
Titus

*Botics and Titan
eh – they were
top games
weren't they. Two
of our favourite
bat and ball
games in fact.
Oh yes. Indeed.*

SWAP

Canon BJ-200 jet printer with auto-feeder (mint condition still boxed), £250 or swap for SNES copier! Contact Lee on 0524 417184. A320 Airbus (Europe), The Secret of Monkey Island, F-2g Retaliator, Hard Drivin', Crash Garret, Days of Thunder, Flight Path 737, Night Breed (adventure), Back to the Future 2. For: Project-X, Monkey Island 2, Body Blows, Indiana Jones and the Last Crusade, Alien Breed '92. All games boxed and with manuals. Write to Roald Oosterhoff, Korte Akkers 22, G644 XS, Veendam, Holland. Will swap Match of the Day for Graham Taylor's or First Division Manager or Knights of Sky or Pirates or Patrician. Ring Lewis Hugill on 0252 511365.

A500+ 1 Meg, mouse, joystick, many games, programs, music disks, mags, 4 player adaptor, mat, cover, excellent condition, £300 ono. Phone Colin on 051 4270076. Dogfight, Campaign, FIS II, Thunderhawk, Flight of the Intruder plus others. Wanted: Fate of Atlantis Adv., Red Baron, C.A.P., WWF II, Powermonger. No copies please. Phone M. Edwards on 0952 292985.

Have: Sportsmasters, Maclean's Pool, Heimdall, Road Rash, Hill St. Blues, Legend (all originals - send disk and SAE for FULL list), port sharer switch, and Competition Pro Extra Joystick. Want: Superfrog, Soccer Kid, KGB, Lemmings, Shadowlands, Civilisation, Bar Games, Dark Seed, Flashback, Plotting, and solutions/hints for Hand of Shadow, Cadaver, and Suspicious Cargo. Write to Mark, Villa Nova, High St., Godshill, Isle of Wight.

Giveaway Amiga games, all originals, new and old, just £4.99. What an absolutely flippin' bargain, you cannot beat that! Also EOB II cluebook wanted. Kyrandia, Monkey 2, Legend 2, Temptress plus more. Send SAE to Miss D.E. Obiorah, 105 Gilmore Road, Lewisham, London, SE13 5AB. (Sorry D.). Get them while they're hot! Walker, Desert Strike, Sleepwalker, all £10, Overkill (A1200), Curse of Enchantia, both £8, Batman, Thunderhawk, both £5, Rainbow Islands, Toki, both £4. All boxed or swap for A-Train, Sim City, Sensible Soccer 92/93, Zool (1200), Alien 3, Another World or other 1200 games. Phone C.J. Downes on 061 928 4538 (after 6PM).

For sale: CDTV multimedia pack (warranty till 1996), keyboard, mouse, joystick, brickette, manuals, 2 CDTV games and £150 worth of boxed A3 new Amiga games. Want £275 ono. Phone Mr. C. Phillips on 045 383 2554.

Swap: I have Space Hulk, Sensible Soccer, Powermonger + WW1 Data Disk, Populous II + Data Disk 1. Will swap any of the above for any strategic wargames i.e. Waterloo, Campaign, Dreadnoughts, Harpoon etc. etc. All games for the A600. Phone S. Russell on 0903 716124.

I would like to sell Syndicate, Nigel Mansell and Premier Manager (not boxed). The lot for £50 or Syndicate £28, Premier Manager

£10, and Nigel Mansell £17. Phone Tony Hill on (Nottingham) 232086. (Where's the STD code Tony)?

For sale: original games from £5 and Gunship 2000 plus F1 Grand Prix together for £40, boxed and original. Also Games X and Amiga magazines for sale. Phone Barry Norton on 0772 827394.

1st K.B.T. Venture Scouts need games for Amiga 600 as cheap as possible (preferably fee). Phone Graham Brough on 0557 331293 or send to V.S.L., 37 Castledykes Road, Kirkcudbright, S.W. Scotland, DG6 4AW.

Will swap James Pond and Immortal for Amos 3D or compiler. Also want Space Crusade, Epic, IK+ and Campaign. Have wares to swap. Write to Mr. E. Baird, Lleywdog Cottage, 60 Borthyn, Ruthin, Clwyd, LL15 1NU.

Help wanted action replay disk version. Contax wanted 100% reply. No disk thieves. Write to Mr. Roy Musson, 32 Ailsa House, Fairhaven Green, Bradford, West Yorks., BD10 9ND.

I am willing to swap Goal, Micro Machines, Formula 1 Grand Prix, Lemmings 2, Microgolf, Sleepwalker, Street Fighter 2 and I have many more top games. I want Championship Manager 93 and 94, Premier Manager 2, Sim Earth, Civilisation or Indy/Fate of Atlantis. Phone David Kelly on 0745 824131.

For sale: Master System, 5 games including Alex Kid, R Type, Sonic, Operation Wolf. Also control pad and quick shot joystick. Worth £225, sell for £70. Call James on 0621 818023.

Wanted: Sim City Deluxe, Burning Rubber, European Champions, Moonstone Tips. Will swap for Strike Eagle II, Sensi Soccer, Renegade, Afterburner. Phone Liam on 0244 819761 (after 9PM).

I will swap/sell: Race Drivin', Super Space Invaders, Air/Sea Supremacy Monster Pack Vol.2, Graeme Souness Soccer, Board Genius Compilation, The Simpsons, Captain Planet, James Pond. Phone Matthew Lake on 0246 811600.

Amiga contacts wanted 100% reply. Send lists to Ian, 4 Grange Walk, Whickham, Newcastle, NE16 5AL.

Amiga contacts wanted. I have 300 games with Amiga 500. Send your games list to Ginar Soysal, Hilmi Nailisok(?), Goncarap, A-Blok 13/10, Yezilkuy/Istanbul, Turkey 34800.

For sale: Zool, striker, Photon 2, Deluxe 3, Pinball Dreams, Transwrite, Lemmings - £5 each. Also Flasback £20 ono or £40 the lot. Phone Ross Taylor on 0708 444299.

Swap: Dune 1+2, BodyBlows, Superfrog, Elite, Premier Manager, Black Crypt, KGB, Desert Strike, Triad 3, Platinum, Bitmap Col', Sensible Soccer. Wanted: Premier Manager 2, Syndicate, Frontier, Waxworks, Perihelion, Sensible Soccer 2, Space Hulk,

Ishar 1+2, Championship Manager 94, Bane of C. Forge, Civilisation. Wanted: SNES and joypads, S.Fighter 2. Will pay £45. Phone Keith on 0269 597380.

Amiga 1200 with 85MB hard drive, external floppy drive, about 150 cover disks, lots of new boxed original games, eg. (Syndicate, Space Hulk, Legend of Kyrandia), public domain, new mouse. Great for Christmas £550. Phone Chris on 0270 873557.

Have: Space Legends, Heimdall, Suspicious Cargo, Road Rash, Hill St. Blues, Magnum 5, Competition Pro Extra (Clear) joystick, Music X Jnr. Want: Soccer Kid, DM/Chaos, Superfrog, Easy Amos, The Publisher, and adventure/RPG/strategy/platform/puzzle games old and new, plus Speedking autofire joystick. Will buy/swap/sell. Write to Mark, Villa Nova, High St., Godshill, Isle of Wight, PO38 3H2.

Swap: Storm Master, Pinball Fantasies, First Samurai, Megalomania, Abandoned Places, Caesar, Temptress, Populous II, Legend (hint book). Dune II, Frontier, Graham Taylor's. Wanted: Premier Manager II, Ishar II, Space Hulk, Whale's Voyage, B17, Dark Seed, EOB II, Dreadnoughts. Write to Barry Sheridan, 7 Waterdene Mews, Canvey Island, Essex, SS8 9YP.

Did you know that Keith Chegwin came to a field right next to Neil's house in the summer of 1980 with the Multi-coloured Swap Shop? A young Mr. Jackson wanted rid of his BigTrak in return for a leather football, but sadly the crowd was too large.

For sale: A500 500+ GVP Impact series II hard disk drive, 80MB capacity with game switch, complete with Pinball Fantasies HD version and others. Worth £380, will sell for £200. Phone Stephen Pollard on 0674 72867.

For sale: Amiga 1200 Sleepwalker Comic Relief pack, 4 meg trapdoor expansion, joystick, mouse + mat, WB 3, approx £100 worth games. Open to offers. Ring Dave on 0374 171954 (after 6.30 PM).

A500 1MB, boxed; WB 1.3 + 2.04 + ROM switch; 2nd drive; TV modulator + leads; mouse; joystick; 37 original games + instructions; DTP; programming and art software; utilities; manuals. All for £160!! Call Boris on 0268 747565 (after 6PM). Hello boys!! (Quick, somebody throw a big bucket of very cold water over Paul!). My name is Melody and I'm a female Amiga addict who is in dire need of contacts. Pretty please send your latest disks (100% reply rate) to Melody Nice (are you sure?), 4 Camelot Gardens, Rushley Park, Basildon, Essex, SS13 1AN.

Wanted: Bane of the Cosmic Forge, reasonable price paid. Also clue book for Pools of Darkness. Phone Steve on 0282 770815 (after 8PM).

For sale: 1 Meg A500, with 2 new power supply units, 1 mouse, 1 joystick. Boxed with all original manuals and Workbench, Photon Paint etc. Plus 18 games including Monkey Island, Midwinter, S.E.U.C.K., S.W.I.V., Chaos Engine and Nick Faldo's Golf. All with manuals and all original. Also many cheats. Total cost to me: over £750. Will sell to the first person who offers me more than £300. Write to Marcus Butcher, 22 Keyberry Road, Newton Abbot, Devon, TQ12 1BX.

For sale: Screen Beat stereo speakers with power supply. Worth £35, only £15. Also a selection of videos for sale including Aliens, Alien, Akira, Lensman, 3X3 Eyes I and II, £7 each. Ring N. Patel, 0480 810511.

Amigazine! The only fanzine for 500/600, A1200, or CD32 users. Send £1 cheque or postal order made payable to D. Thompson with your name and address to On Edge Publishing, 17 Fairholme Road, Newton Street, Faith, Norwich, Norfolk, NR10 3LL. Contacts wanted. Send disks, lists, swaps available, especially footy fans! Meet other Amiga users. Amiga penfriends can be set up. Write to Paul Rushton, 12 Thistledown Grove, Tupsley, Hereford.

For sale: Amiga 500 1 Meg, Cartoon Classics, 2 joysticks, mouse and mat, light

pen, lots of games, disk box, 30 blank disks, 150 disk stickers, barcode battler. Good condition, £250. Phone Michael Kitchen on 091 5485334.

I will swap my Robin Hood, Forgotten Worlds, Knight Force and Pang for your Final Fight or Assassin for the A500+. Phone James Adams on 081 462 5602.

Amiga 500 (1 MB), manuals, mouse, joystick, 20 blank disks, 2 disk boxes, Workbench, mags, coverdisks, assortment of music & paint software + sport/flight simulators, action, arcade + adventure games (approx 30). All only £200. Phone J.M. Wadia on 081 398 6959.

For sale: A1200, Philips monitor, excellent condition, WBench, manuals, two disk drives, mouse, joysticks, disk boxes, blank disks, 30 games, cover disks and magazines. Sell for £600. Phone Daniel on 071 790 8400.

Swap Dune 1+2, Premier Manager, Black Crypt, Body Blows, KGB, Sensi Soccer, Assassin, Superfrog + more. Wanted: Cannon Fodder, Premier Manager II, Elfmania, Waxworks, Space Hulk, Sensi Soccer 2, Bane - C. Forge, A'Breed 2, Perihelion, Frontier. I'll pay £50 for an Amiga 500/SNES. Phone Keith on 0269 597380.

SHOP

To swap: Body Blows Galactic (A1200), Secret of Monkey Island, Sleepwalker (A1200), and 1st Division Manager.

Wanted: Frontier, Premier Manager 2, Settlers, Mortal Kombat. Any other games considered. Write to Dr. Dave Lennon (any relation?) 16 Larkhill Drive, Ripon, North Yorks. Oh yeah, hello Stephen!

Amiga games for sale. Too many to list, boxed originals, most £5. Please send for a list to A. Humble, 7 Clarence Close, Immingham, S. Humbs, DN40 1PE.

For sale: Robocop 3 £7, Lethal Weapon 3 £7, Putty £7, Wizkid £7, Pushover £5, WWF £4, or swap any 3 for Body Blows, Nippon Safes, Legend of Kyrandia, Curse of Enchantia. Contact Gary Armstrong, 164 Strathmore Avenue, Luton, Beds., LU1 3QW.

For sale: 39 Atari ST games incl. Sensible Soccer, Graham Gooch, F1 Grand Prix, Lemmings, Lotus 3 and a word processing package with instructions, £120. Phone Gavin Turney on 081 868 4815.

For sale: Settlers, Fury of the Furries, Frontier, Zool 2. Simon Sorcerer (A1200), Star Trek 25th, Cannon Fodder, all £15 each. Box, Power ex drive £40, Indiana Jones Fate Atlantis £15. Write to D. Dowson, 13 Burchester Ave., Barton, Oxford, OX3 9ND.

Swap: Premier Manager, Civilisation, Black Crypt, Kick Off 2, International Rugby, Player Manager, for: Dungeon Master, Knight Mare, Sim City, Zool, Chaos Strikes Back. Write to Dean Bevan, 1 Maes Lan, Llanamlet, Swansea, SA7 9XJ.

A500 1 Meg, 2 joysticks, mouse, mouse pad, dust cover, TV modulator, over 100 games, 25+ boxed, including Another World, WWF1, Pinball Dreams, Hudson Hawk, Desert Strike, Indiana F.O.A. Worth £1000+. Will sell for £295. Price negotiable. Phone Paul on 071 624 6572.

Amiga 600, 2MB Ram, 25MB hard drive, full of games and utilities, still under guarantee, boxed, joysticks and mouse. Ideal first computer. Phone Garrie on 0452 523878. Will sell hundreds of blank 3.5" double sided disks, unused, boxed and labelled. Boxed in 10's, £5 per box. Phone Robert Peters on 0226 764631.

For sale: Amiga 1200 (Comic Relief pack) with 12 games and much more, £220. Phone Mark Horsley on 0920 877552.

Hi I'm a 21 year old female looking for pen friends with an A600. 100% reply only. Also I have games to swap. Write to Angela Bennett, 14 Bigwood Park, Radley, Abingdon, Oxon.

Eleven great games for sale including Premier Manager 2 and Body Blows Galactic, £8 each, or £50 for the lot. Also disks for sale. For details phone Andy on 0444 236962.

I will swap or sell WWF 2, Captain Dynamo, Jack Nicklaus Golf, Terminator 2, Alien Breed 92, Pit Fighter, Off Road, Robocod, Prince of Persia, Zool and Transwrite. I want

a new version of Street Fighter 2 and any other games bit they must be A1200 compatible. Phone Matt on 0983 731167.

Sale: An A-Z cheats index. Send £2 and SAE to G. Bowen, Hillhaux, Pebworth, Stratford upon Avon, Warks., CU37 8XG.

Five original games to sell or exchange for Rolling Ronniel, Soccerkid!, Xmas Lemmings. Ring Adam on 0772 816229 (after 5.30 PM).

If you want any sound modules, samples or PD software then send £1.50. I am selling or swapping games. Contacts wanted. Write to David Rudge, 11 Darnley Lane, Colton, Leeds, West Yorkshire, LS15 9EX.

Wanted: Arnhem, CCS strategy games. Will pay or swap Battle Isle 93 or wife and kids (erm). Phone family man Clarke Houghton on 0524 381009.

Sell: £70 for 18 highly rated boxed games, or £5 - £10 each. Ring paul for list on 0642 475843 (after 4.30 PM).

Amiga 1200 contacts wanted! 100% reply. Send lists/disks to Carlo from Oz, 4 McCleery Street, Beaconsfield, Western Australia, 6162.

Wanted: Nam for the Amiga. Will pay anything including postage. Write to Scott Cuthbertson, 71 Dale Valley Road, Shirley, Southampton, SO1 6QS.

Amiga 1200 contacts wanted. Must be under 15. Phone Iain on 0532 591124 (after 6PM).

Amiga contacts wanted, 100% reply. Lists and disks to Mick, 78 Moubay Grove, South Queensferry, Edinburgh, EH30 9PD.

Amiga 500, joysticks, the top games including Goal!, Syndicate, Premier Manager, and there's more! £200 ono. Phone Lee on 061 861 9103.

1040 ST, two disk drives, PC emulator, 100's of games. Sell for £200. Phone Peter on 0733 240750.

Action Replay MKIII for sale, still boxed, hardly used, £30. Also copy of Speedball II wanted. Phone Jez on 0480 217793.

Swap: Global Effect, Armour-Geddon, for Perfect General, Railway Tycoon. Many other strategy games for swap. Phone John on 0282 458083.

NES with Mario 1,2,3 and Paper Boy. £50. Phone Lee Mackins on 0932 828710.

I will swap or sell Amiga 500 games. Amiga contacts wanted. Phone Ben Woollard on 0491 835875.

Want to swap Curse of Enchantia for KGB or Willy Beamish. Phone Ian on (Bicester) 237769.

I will exchange my Enchantia and Manic Mansion for Lost Treasures of Infocom. Phone Pdraig on 091 26223 (7PM to 9PM).

Amiga contacts wanted. Send list/disks to Mel Baines, 2 Beach Close, Holyhead, Gwynedd, N. Wales, LL65 2AA.

Wanted: Amiga contacts worldwide. Send lists/disks to Ray, 33 Claramount Road, Hearnor, Derby., DE75 7HS.

Sell Zool, Wizkid, John Madden, Sleepwalker (A1200), Street Fighter 2 (all £6), Desert Strike £10, Pang £3. Phone Chris on 0324 483368.

A500+ for sale, 50+ games, 2 word processors, 2 joysticks, 2 paint programmes, mouse with mouse pad, £395 ono. Phone Paul on 0634 669546.

20 original titles not boxed, £2 each or £15 for the lot. Includes Elf, Speedball and many more. Phone Robbie on 0382 813696.

For sale: Amiga 600, joystick, mouse, dust covers etc., plenty of blank disks, originals, coverdisks, disk boxes, magazines, £250 ono. NES 8 games. Mario's 1+3, £80. Master System and Mortal Kombat, £60 ono. Buyer collects. Phone James Sayers on 0308 421 754.

Anyone want Epic? I will swap it for Monkey Island II (Don't swap that you silly git). Phone Roger Howard on 0430 861276.

If you're familiar with Amos, Workbench basic or Blitz Basic II, send your games graphics and disks to Zamo and Wiffle, 81 Riddings Rd., Timperley, Altrincham, Cheshire.

Amiga 500 1MB, TV mod, powerbox, original manuals, all boxed. Delux Paint II,

Workbench 1.3, over £1000 boxed software with instructions including Street Fighter 2, Monkey Island 2, Zool etc. Unboxed games also available neg.). Genuine reason for sale, £600 ono. Phone Mr. A. Bourne on 071 589 3721.

Adventure game contacts needed. I particularly want "Rainbird" titles but I'm not fussy! General contacts also welcome. 100% reply. Phone Allan Forsyth on 0603 622300.

Sell or swap: Guy Spy, Alen Breed, Elite, Heimdall, Megalomania, for: Utopia, Pro Tennis Tour 2, Chaos Engine. Write to S. Wilson, 27 St. Ronan's Terrace, Innerleithen, Scotland, EH44 6RB.

Swap my Overdrive and Sabre Team for your Elite 2. Contact Chris, 12a Great Whyte, Ramsey, Cambs PE17 1HP. Originals only.

Wanted. Might and magic series, Pool of Radiance and Pool of Darkness, Shadowlands, reasonable price paid, just started playing. John Cawley, 0744 811906.

Swap Assassin, Zool, Project X, Prem Man, for GGWCC, Can Fodd, Soccer Kid, Prem Man 2, Sabre Team. Gary, 0693 66428.

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NEXT MONTH...

Writing for Amiga Action isn't always the doddle you might think, you know. It has to be said though, it is a pretty good crack on the whole, but we do have problems. Occasionally a game might not turn up, throwing our schedule into chaos, but this month just the opposite has been the trouble!

You would not believe how much stuff is sitting under Paul's desk, sulking because it wasn't allowed in this month's issue.

Simon the Sorcerer might be a funny guy, but he doesn't half get a paddy on when he doesn't get

his own way. **Ryder Cup Golf** has retired to the 19th to drown its sorrows, and **Puggsy** is refusing to talk to anyone.

Ambermoon's here too - albeit a German version - but we will sort it out before long, and the CD32 and A1200 re-releases are building up like big buildoonas. Oh, and we'll be having three disks as well. Blimey, eh?

AMIGA ACTION

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Not the kind of place you visit unless you have to, is it? Unlike the newsagent, who you all go to see regularly. Whilst there, why not do the business and hand him the coupon below to save despair should he sell out of Amiga Actions? (which he obviously does). In fact, make a special trip. Go on then. Now.

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UTILITIES

U001	A-Genie (1 meg)	Trace your ancestors
U016	Biorhythms (1 meg)	Chart your feelings
U052	Business Card Maker	Simple, but useful
U092	Cartoon Brushes	Lots of famous characters
U098	Database Master	Comprehensive AMOS database
U123	IQ Tester	How thick are you?
U128	Viz Clip Art	Roger Mony in D Paint
U130	Label Designer	Various label printers
U134	Ami Cash	Best accounts package around
U136	Amibase Prof	Excellent database
U140	Text Engine	Excellent word processor
U142	Super Fonts	Lots of Super Fonts
U152	PC Task	Emulates IBM + PC programs
U153	File-a-lax	As it sounds
U154	OED	Beginners word processor
U160	Deluxe Paint Tutor	Enhance your knowledge of this
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U165	A-graph	Creates bar graphs
U175	Text plus VERSION 4	Excellent word processor
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U180	GCSE Maths	Syllabus taught disk
U185	Astronomy	Calculates positions of planets
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U194	Total concepts	Learn about dinosaurs
U204	Race Rator (N)	For horse racing information
U206	ABC Adventure Creator (N)	Create your own adventure games
U210	Pools Pools Version 2	Work out your winnings
U211	Training Log	Keeping fit
U212	Back Talk	Advise on Commonback Complaints
U217	Mastie Niblick	Golf score recorder
U230	Illinois Labels	Label Printer
U231	Audio Animation Studio	Create Cartoons
U232	Cheque Book Account	Keep tabs on your expenditure
U233	Engineers Kit	Check your Amiga System
U236	Word Power	Solve crosswords & anagrams
U237	Stock Analyst	Analyses the share market
U238	Font Farm	Variations of fonts available
U239	Dunks DTP	Desktop Publishing for Kids
U240	Little Office	Word Processor, Database & Spreadsheet
U241	Winemaker	Database for wine enthusiasts
U242	Budgets 1.34	Accounts Manager
U243	D-Solve	Crossword-complete with two crosswords
U244	Colour The Alphabet	Educational spelling game
U244	Lockpic V2.0	Uncover copy facilities
U245	Relo Kick V1.4	Latest D Grader for A1200
U246	Magic Workbench	Good workbench alternative
U247	Sun Calculator	Calculates position of sun within 2 minutes
U248	Unit Converter	Works out volume/speed/weight etc

DEMOS

D058	Enterprise leaving dock	Famous animation
D075	Girls of sport	Pretty shots of talented girls
D148	The Run (1 meg)	T. Richter's car-chase animation. Good
D166	Star Trek Animations	Anims. of USS Enterprise
D177	Star Trek Animations	Agatron no.17 More like above. Good
D271	Odyssey (5 disks) (N)	Excellent space adventure animation
D278	Desert Storm	Information on Gulf War
D280	Jesus on 'E's' (2 disks) (N)	Excellent rave music
D282	How to skin a cat	Amusing demo
D287	Calender Girls	Slideshow

MUSIC

M038	Hugo's Eccentrica (N)	Nine house mixes
M062	Random Access (N)	Four songs including Art Of Noise
M102	No Limits (2 Disks)	Quality music compilation
M104	Cybernex	Excellent music compilation
U244	Sound Tracker Samples (4 Disks)	100's of sounds for sampling
U249	Sound Effects	Different samples for music making

GAMES

G005	All New Star Trek (2 drives, 2 disks)	USS Enterprise classic. Best one
G010	Breakout	Classic bat & ball game
G011	Blizzard	Horizontal shoot-'em-up. High quality
G014	Adventure Solutions (2 disks)	Loads of hints of commercial games
G019	Dungeon Delver (2 disks)	Difficult adventure quest
G021	Demolition Mission (1 meg)	Similar to Balloonacy. good fun
G023	Electronic Train Set (1 meg)	Construct own train set
G043	Learn and Play 1	Good for the kids. Blackboard maths. etc.
G044	Learn & Play 2	More fun for the kids
G047	Lettrix (N)	Tetris game involving letters
G053	Mayhem	Brilliant shoot-'em-up
G065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
G071	Return to Earth (1 meg)	Space adventure
G086	Wraithed One	Good general knowledge quiz
G102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
G109	Wheel of Fortune	TV Quiz, computerized
G124	Napoleonic Warfare	High-quality simulation
G143	Card Shop	Well presented card games
G149	Raphael's Revenge	Difficult platform adventure
G153	Growth	Destroy an expanding brain
G155	Mission X	Quality shoot-'em-up
G157	Quadrux	Difficult puzzle game
G162	Storyland 2 (N)	Create a childrens adventure
G165	Super Skoda Challenge	Car racing game
G170	Amos Cricket	Owzat!
G171	Top Secret	Quality platform game
G175	Whizz Wall	NEW Wizard shooting game
G176	White Knight	NEW Excellent shoot em up game
G180	Tank Attack (N)	World War 2 Simulation
G197	All Rounder (N)	Cricket simulation game
G204	Super League Manager	Manage your own Soccer team
G207	Flagcatcher	Find the flags. Very addictive
G208	Grand Prix Simulator	Excellent
G209	Games Galore Ten (N)	14 excellent games
G214	Parachute Joust	Try & catch a parachute
G215	Battlements	Hunchback game
G217	Act of War	Excellent strategy game

G218	Roulette	Casino Classic
G219	Space Rescue	Guide Spaceship through Terrain
G220	Sub Attack (N)	Also landmine + bomber
G221	Revenge of the mutant camel	Shooting game
G222	Neighbours adventure	(2 discs) Bring Paul Robinson to court
G223	Wizard Wars	Graphics Adventure
G224	Strategic Games	3 excellent games
G225	Adams Family Quiz	Quiz on cult TV programme
G226	Dual	2 player shooting game
G227	Assassins 24 (N)	4 games including 3D Maze
G230	Assassins 27 (N)	Addictive card games
G231	Assassins 28 (N)	These include Dr.Mario, Invaders 2 & Mad Bomber 2
G240	Assassins 37 (N)	Ghost Ship, Claktris etc
G241	Assassins 38 (N)	1 on 1 baldy & transplant
G243	Tetren	Excellent Tetris clone
G244	Legend Of Lothian	Version 1.02. Adventure
G245	Iron Clads (2 disks)	Graphic adventure
G247	Quiz Master	Quiz which includes Editor
G248	Assassins 40 (N)	10 Puzzle Games
G249	Assassins 41 (N)	includes 3 Games
G250	Atlantis	Excellent Adventure Games
G252	Bombjacky	Rescue the dying planet
G255	Amos Games	5 Games including Glassback
G256	Slamball	Management game of US football. Type Sport
G257	Relayer	Shareware game. Brand New!
G299	Top Of The League	Addictive football management game
G300	Blob	Shoot 'em up
G301	Sector 1	Excellent game
G302	Micro Market	Stock exchange game
G303	Strike Ball	Amos written baseball type game
G306	The Funhouse	3 games including Enigma
G307	18th Hole (2 disks)	Excellent golfing game
G308	Gush	Very similar to pipeline
G310	Zalycon (2 disks)	Space shoot'em up
G312	Rasta Bike	Backgammon & Dungeon flipper
G316	Blood Runner, Monaco	Patience card game
G319	Mega Race And Wacky Rabbit	Compilation
G324	Psycho Santa	Waggle your joystick with this festive disk
G325	Mister Men Olympics (2 disks)	Excellent game for disks as reviewed in Amiga Computing
G326	Wibble World Giddy	Really good platform game
G326	Calculus Combat	V. Good missile command type game
G327	Muggsy's revenge	Role-play a gangster during prohibition years
G327	Tetris Pro	Tetris game with exceptional variants

A1200 ONLY

U235	Sleepless Nights	Compilation of A1200 utilities
D285	Fairlight	29 meg of graphics on one disk
D286	No point of sale	Stunning French demo
D288	Revelations	Photo realistic slideshow
D289	State Of Art	Famous quality demo
D290	Raving Mad Me	High quality music video
D291	Lethal Exit	Stunning demo
D310	Nigel Mansell	AGA slide show
G321	AGA Klondike (3 disks)	Excellent patience card game
G322	Giger Tetris	Tetris clone
G323	U Chess	Brilliant chess game
D301	Retina	Excellent Vector film demo
D300	Technotrack II	More rave music
D294	AGA Swimsuits (5 disks)	IFF 256 colour pictures use with DPaint etc

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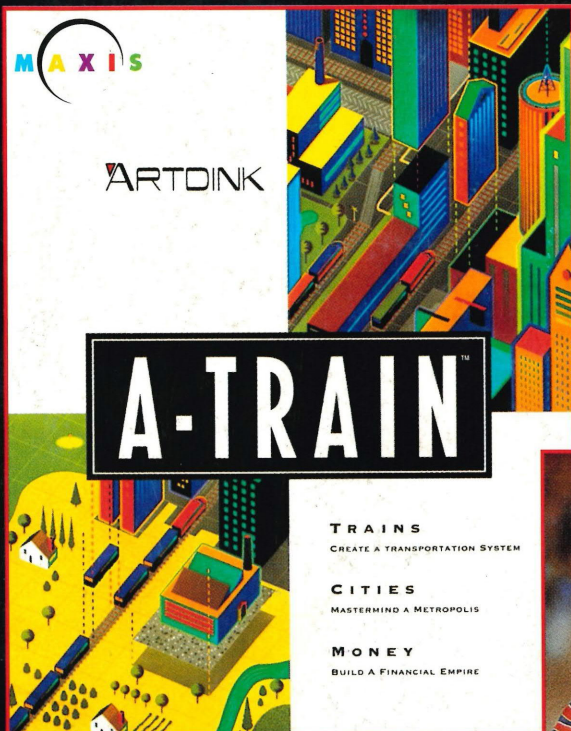
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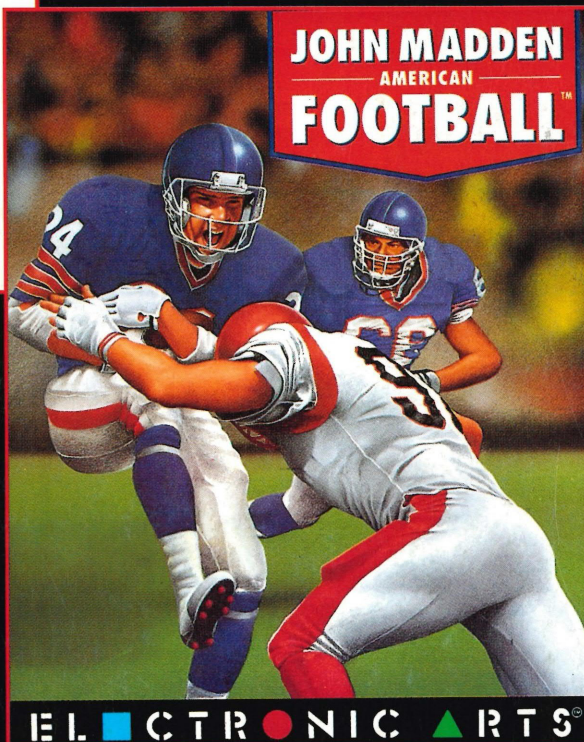
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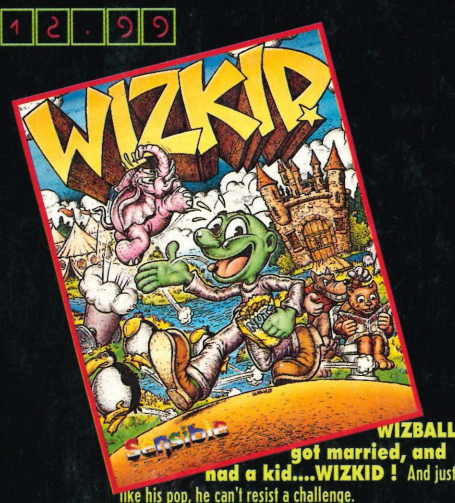
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"Very addictive & challenging."

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"Exciting, excellent... this offers hours of fun."



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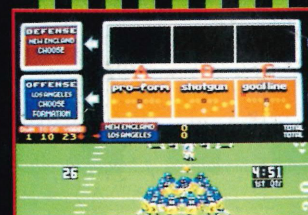
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"Exciting, excellent... this offers hours of fun."

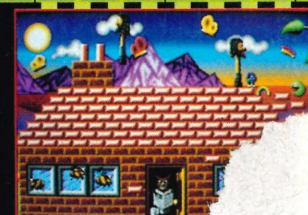
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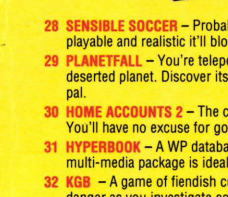
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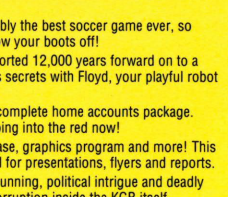
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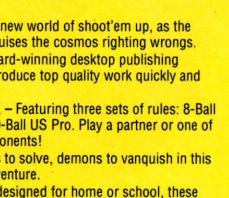
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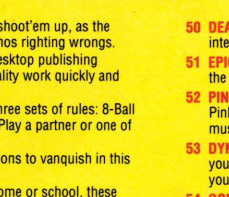
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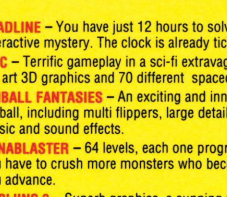
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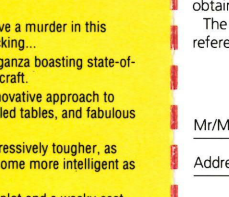
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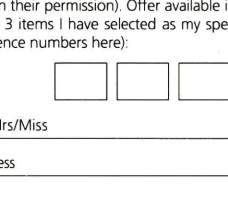
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